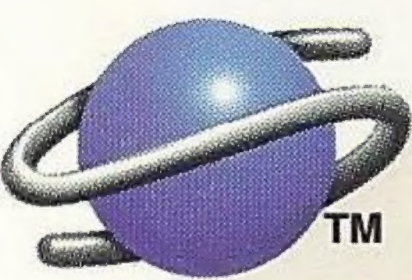
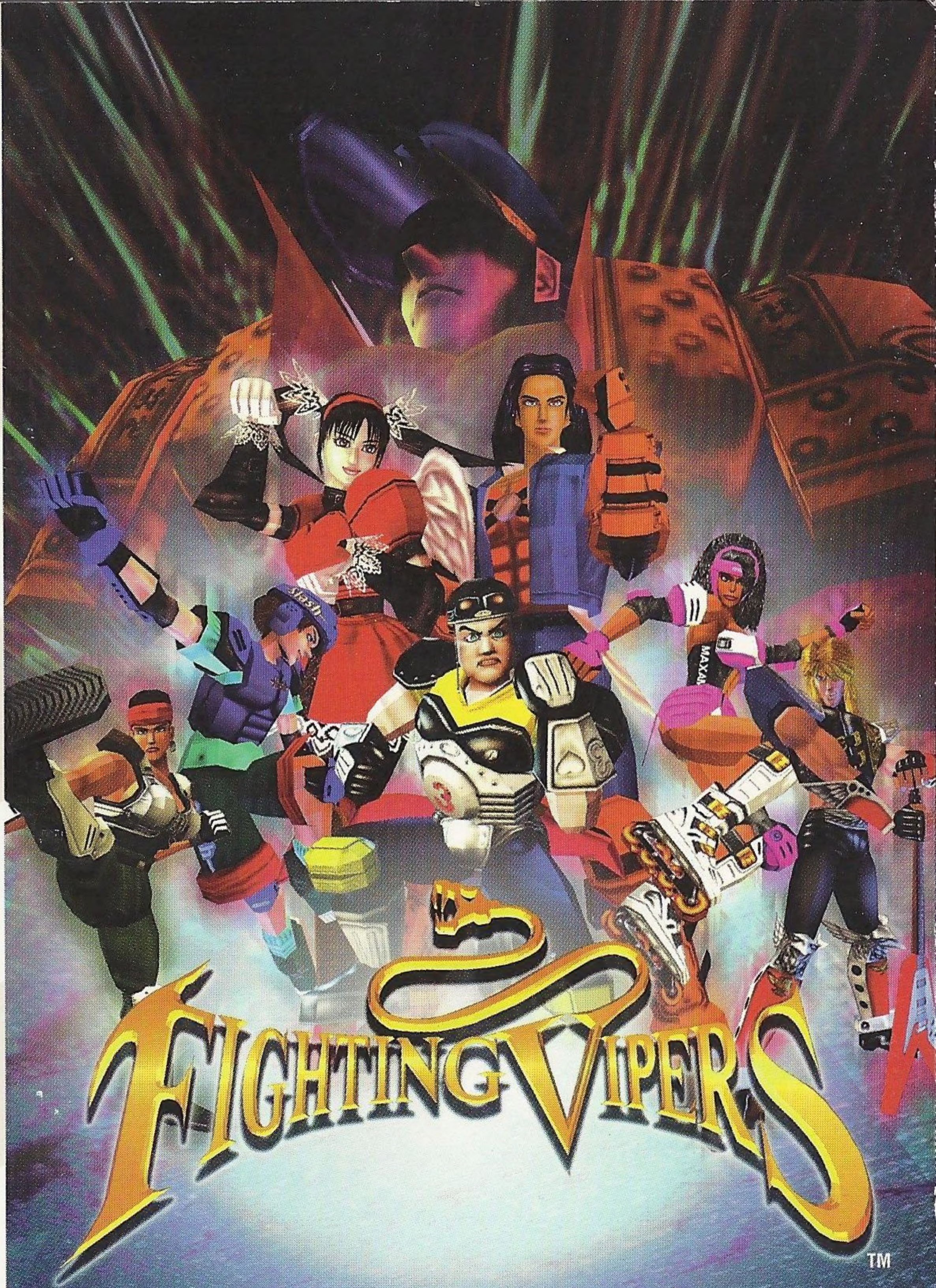


SEGA®



SEGA SATURN™

81041



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342



Hyper-adrenal combatants in full-body armor, battling night and day in back-alley rings – only such young urban warriors as these have earned the right to be called VIPERS...

Now, in Armstone City, the mayor has formally announced a fighting tournament on a grand scale, with the final bout to be held atop the staggering City Tower in the center of town.

With City Tower as their ultimate goal, eight young VIPERS start down the path to victory, a path to which only one will see the end...

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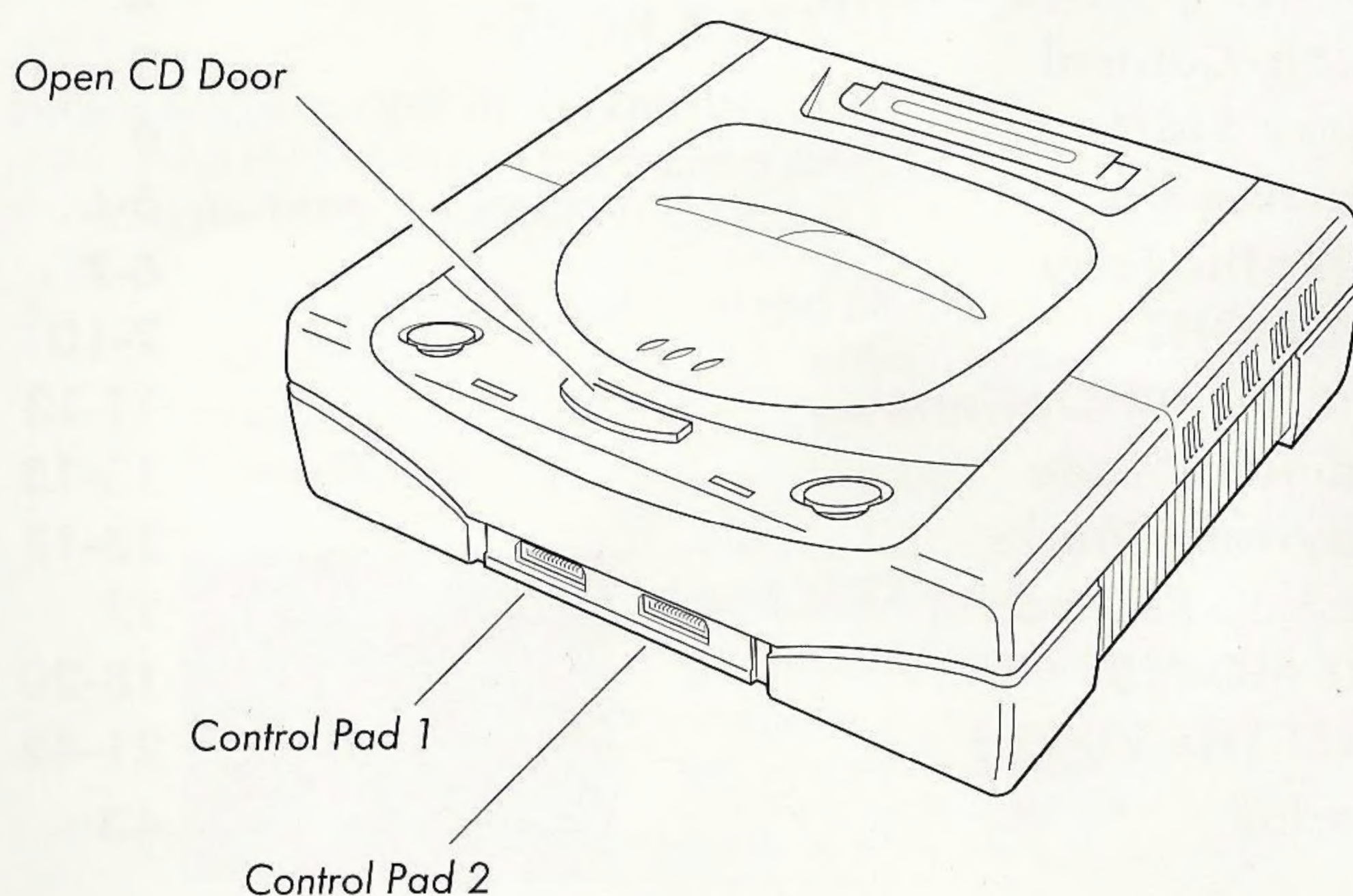
USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

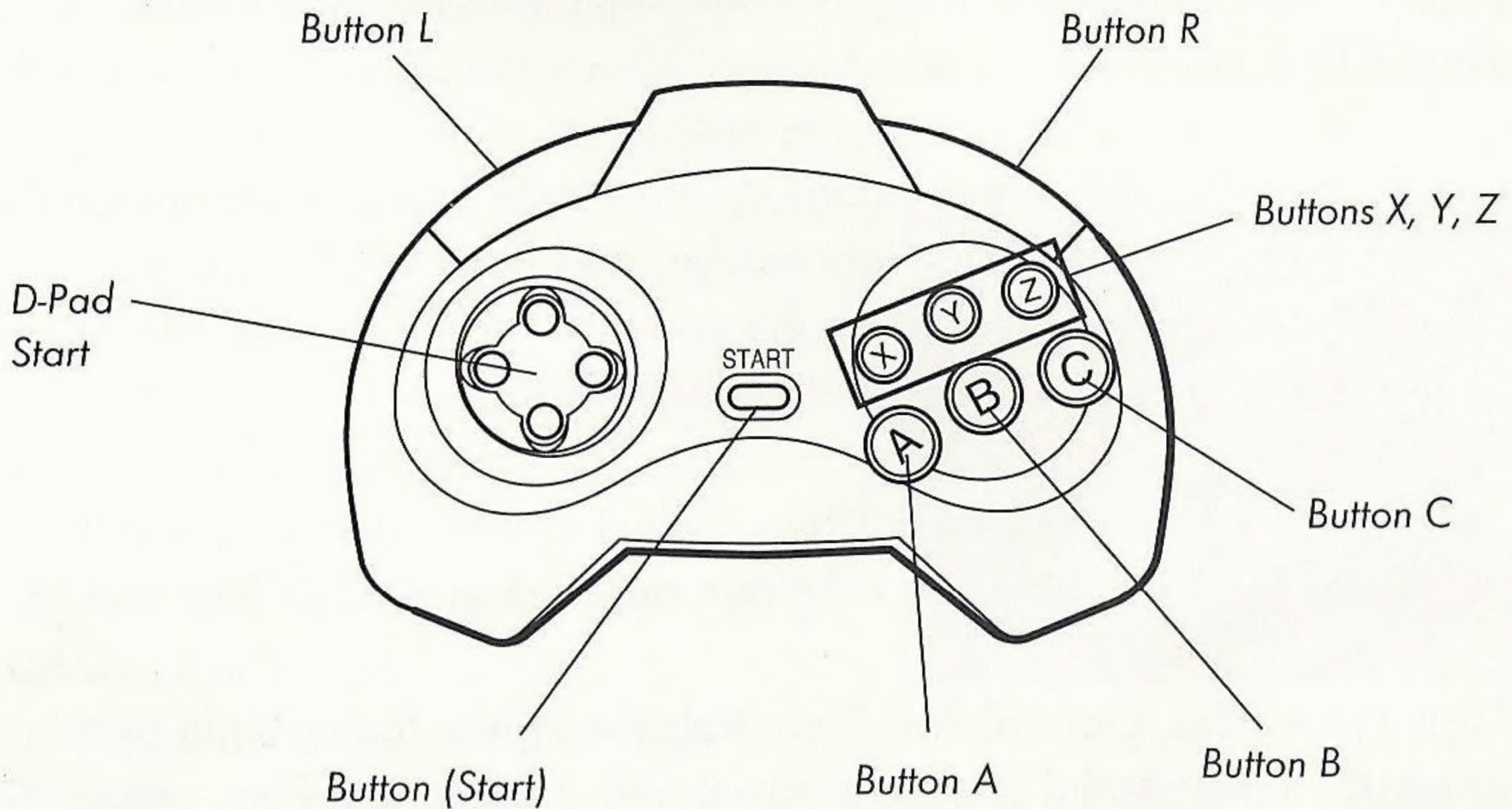
Note: *Fighting Vipers™* is for one or two players.

2. Place the *Fighting Vipers* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



GET IN CONTROL



D-PAD

- Move Viper in fighting modes
- Move cursor in selection screens/menus

START

- Start game
- Pause game/Restart paused game
- Enter selections

BUTTON A

- [D]efend in fighting modes*
- Enter selections

BUTTON B

- [P]unch in fighting modes*
- Cancel selections

BUTTON C

- [K]ick in fighting modes*
- Enter selections

BUTTON X

- [P]unch + [D]efend in fighting modes*
- Show worm's eye view in Playback Mode

BUTTON Y

- [K]ick + [D]efend in fighting modes*
- Exit from selection screens to the Mode Select screen

BUTTON Z

- Show mid-level view in Playback Mode
- [P]unch + [K]ick + [D]efend in fighting modes*
- Show bird's eye view in Playback Mode

BUTTON R

- [P]unch + [K]ick in fighting modes*
- Rotate camera RIGHT in Playback Mode

BUTTON L

- Rotate camera LEFT in Playback Mode

*These functions can be changed in Key Assign (see Options, p. 13)

QUICK START

Here's what you need to know if you want to jump right into the melee at Armstone City.

Pressing Start at the Title screen brings up the Mode Select screen menu. Press the D-Pad UP or DOWN to highlight modes, and Button A, C or Start to select. For a one-player fight against the computer select Arcade Mode; to play against another person, select VS Mode.

In both of these fighting modes, a Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight a fighter, and Button A, C or Start to select.

In all fighting modes, Control Pad 1 controls the fighter facing right and Control Pad 2 controls the character facing left. The Control Pads are configured to default settings when you first play the game. The default setting [Type A] has these functions:

D-Pad	Maneuvers your character
Start Button	Pauses game; restarts paused game
Button A	Performs defensive guard moves [D]
Button B	Throws punches [P]
Button C	Kicks [K]
Button X	[P]+[D]
Button Y	[K]+[D]
Button Z	[P]+[K]+[D]
Button R	[P]+[K]
Button L	Not Used

The Control Pads can be reconfigured to suit your fighting style. (See p.13)

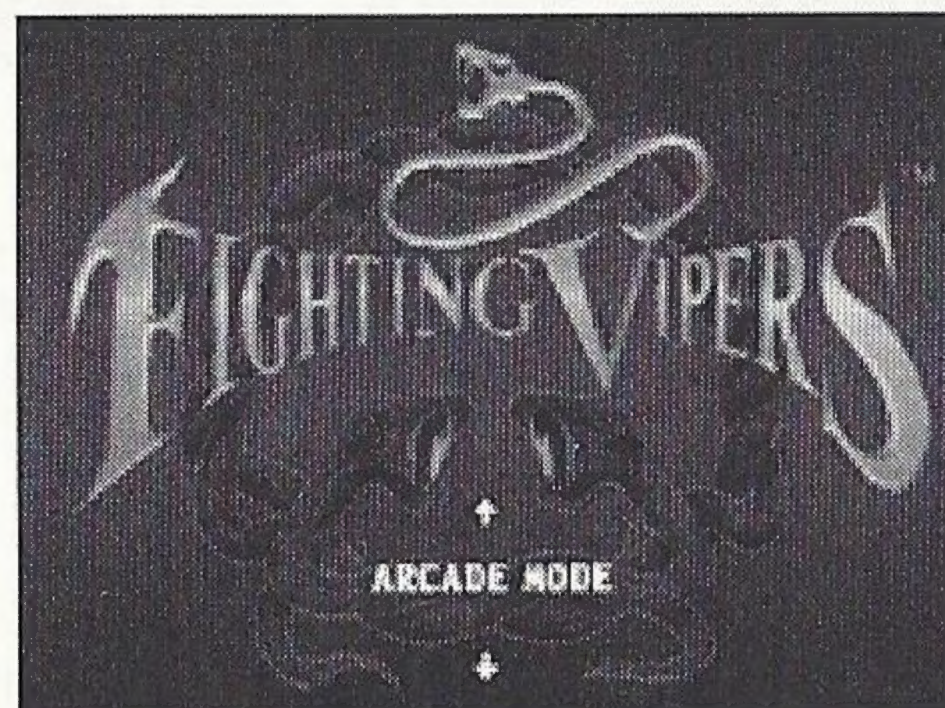
The object of the fight is to reduce your opponent's life gauge to zero. Do this by punching, kicking, stomping, pouncing and executing an arsenal of special attacks before time runs out. In the default setting the fighter who wins twice wins the match.

In Arcade Mode, you face each of the Vipers in sequence. In VS Mode, the Player Select screen reappears after every stage.

STARTING UP

The Title screen appears after the Sega™ logo. Press Start at the Title screen to bring up the Mode Select screen, or wait to see the animated game intro and game demo that follow. Press Start at any time during the intro loop to return to the Title screen.

In the Mode Select screen menu, press the D-Pad UP or DOWN to scroll through the modes, and press Button A, C or Start to select.



ARCADE MODE lets you take your favorite Viper through an eight stage tournament against computer-controlled opponents. Clear all the stages to see the game credits and a special animation sequence featuring your Viper. (See p. 6)

VS MODE allows you and a friend to duke it out against each other in a combat ring of your choosing. (See p. 6)

NOTE: A second player can enter an Arcade Mode match by pressing Start on the unused Control Pad at any time during play. The Player Select screen appears, allowing the second player to choose a Viper.

TRAINING MODE gives you a chance to practice your skills (or take out your frustrations) on a passive computer-controlled opponent. (See pp. 13-15)

TEAM BATTLE MODE lets you pick teams of Vipers to fight against squads created by the CPU or a human opponent. (See pp. 6-7)

PLAYBACK MODE shows video records of the matches you have saved. It also features exhibition matches so you can check out the competition without risking your life. (See pp. 15-17)

BACKUP RECORD displays fighting records for VS and Arcade Modes. (See p. 17)

OPTIONS lets you configure some aspects of the game, and sample the sounds, voices and music you hear in *Fighting Vipers*. (See p. 11)

NOTE: Arcade Mode and VS Mode both feature individual Options screens accessible from within those modes. (See pp. 12-13)

NOTE: Any game mode can be canceled at any time by holding down Buttons A, B, C and Start simultaneously. This returns you to the Title screen.

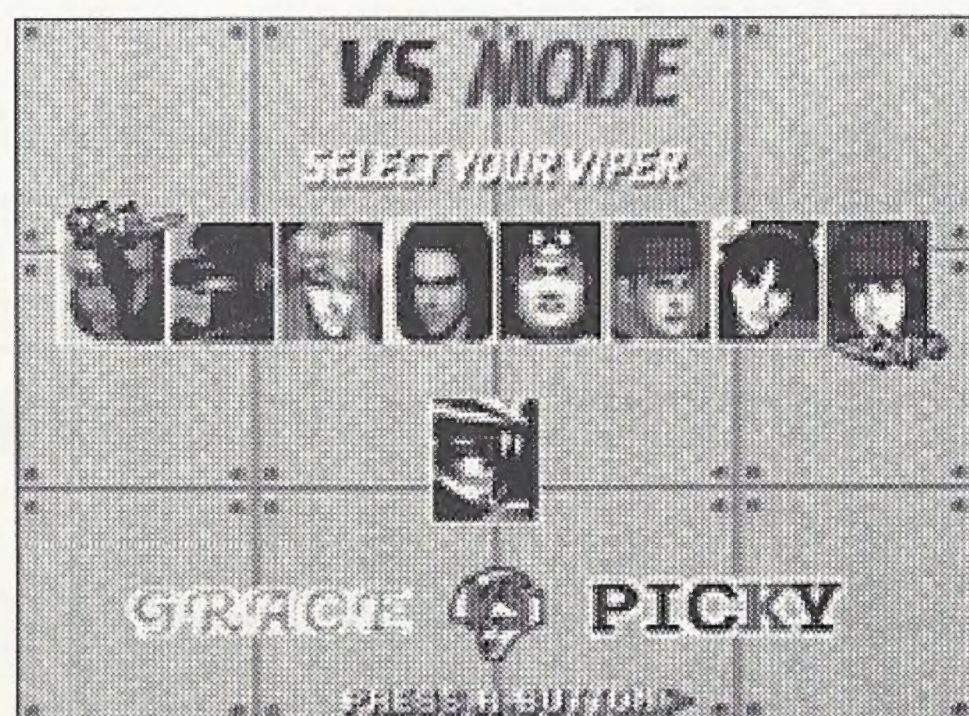
ENTER THE FRAY

ARCADE MODE

When you enter Arcade Mode, the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight a Viper, and Button A, C or Start to select. Pressing the D-Pad UP or DOWN while a Viper is highlighted changes the armor for that character for the tournament. You have 20 seconds to select a Viper; when time runs out, the highlighted character is automatically selected. Press Button Y in Player Select to return to the Mode Select screen. See OPTIONS (pp. 12-13) for a review of all the Arcade Mode options.



VS MODE



The VS Mode Player Select screen appears. Both players select Vipers to use in action against each other. Select fighters as in Arcade Mode (above). Both players can select the same Viper in VS Mode (but not the same armor). Press Button Y to return to the Mode Select screen. See OPTIONS (pp. 12-13) for a review of all the VS Mode options.

TEAM BATTLE MODE

In Team Battle Mode, you can make two teams of Vipers to pit against each other in an elimination duel to the finish. To return to the Mode Select screen from the Team Battle selections screens, press Button Y.



When you select Team Battle Mode, the opponent selection window appears. Pick Player vs. CPU for a one-player fight against a computer-controlled team, or Player vs. Player to test your technique against a friend's team. Next, select Recover Life or Don't Recover Life. In Recover Life play, the winning Viper starts each new round with a full Life Gauge and 100% armor. Don't Recover Life means the winner of a round starts the next round retaining all the damage from previous rounds. Press the D-Pad UP or DOWN to highlight choices in the windows, and press Button A, C or Start to select. Press Button B to cancel a selection.

Once you have selected an opponent type and a life recovery mode, the Player Select screen appears. Each player can make teams of one to five Vipers. (In PLAYER vs CPU play, the computer automatically makes a secret team with the same number of Vipers as the human player's team.) Press the D-Pad UP or DOWN to highlight a position on the team, and press LEFT or RIGHT to scroll through the list of Vipers. Press Button A or C to make selections or Button B to cancel. Press Start or select OK to enter your team and start the match.

Note: Team 1 and 2 can use the same Vipers, and the same Viper more than once on the same team. See OPTIONS (pp. 12-13) for a review of all the Team Battle Mode options.

THE FIGHT

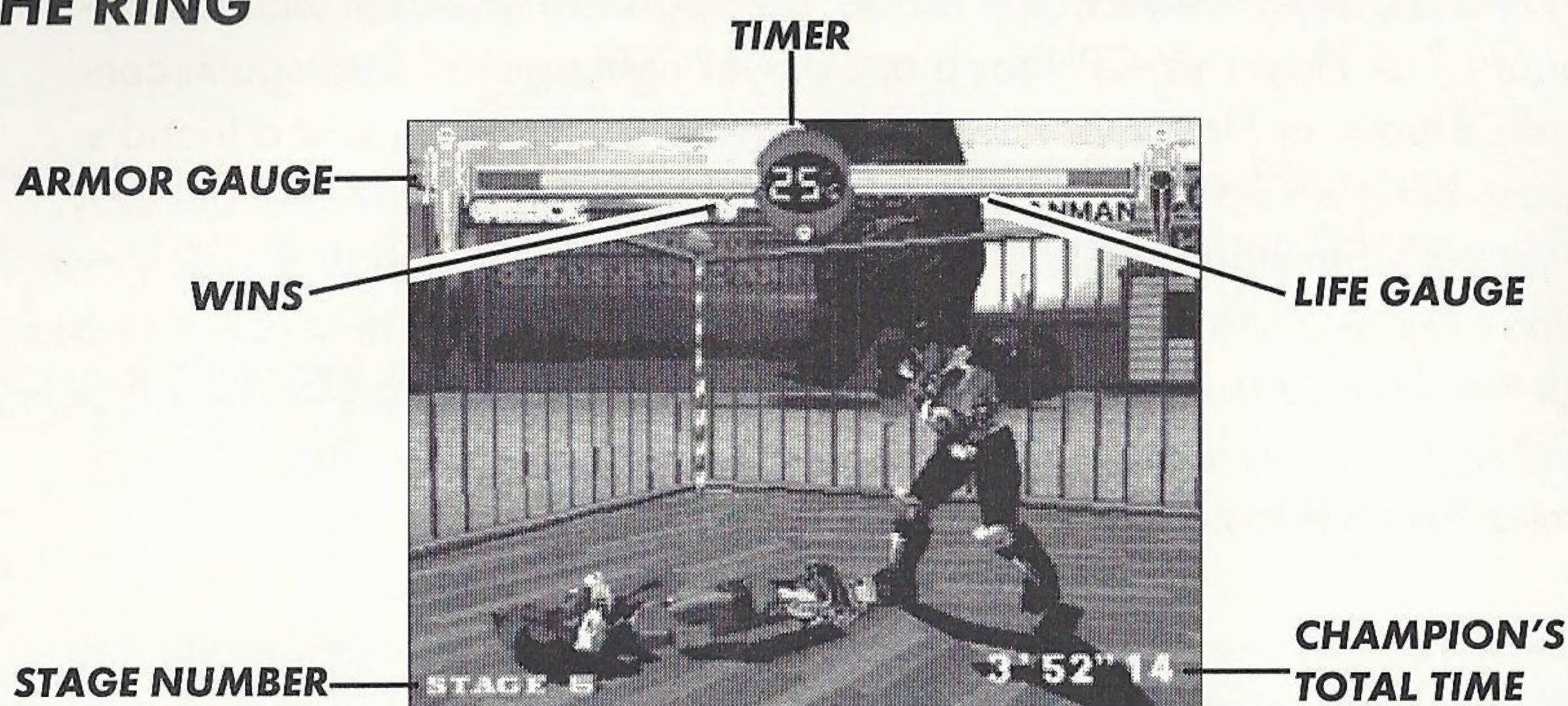
TOURNAMENT RULES

A round is decided when either of the Vipers' Life Gauges is reduced to zero, or when the time limit expires. The character with more Life remaining when time expires is the winner of the round. The first Viper to win two rounds is the winner of the stage. *Are you Viper enough to clear every stage?

* The time limit and number of rounds to decide a stage (match point) can be changed in the options screens of each fighting mode (See pp. 12-13).



THE RING



There are eight fighting rings located in sprawling Armstone City, each fenced off to keep unwanted visitors out of harm's way, and to make sure the Vipers can't get out until a winner is declared. You can use the walls, barbed wire and electrified fences to your advantage by slamming your opponent into them. But be careful – lest the slammer become the slammed.

TIMER: Shows the amount of time remaining in the round.

ARMOR GAUGE: Shows the current status of the Viper's body armor by location. Solid green indicates no damage to the armor; flashing green shows some damage, but armor is still intact. Flashing yellow indicates that the armor covering that area of the body has been lost. Flashing red means 100% loss of body armor.

LIFE GAUGE: Shows the amount of Life remaining for the Viper, and the condition of his or her armor. A green life gauge bar means the Viper's body armor is still intact. A yellow bar means the character has sustained partial loss of armor. A red life gauge indicates the Viper has lost all armor.

WINS: The yellow medallions indicate the number of rounds won by the Viper in the current stage. The empty circles show the number of wins needed to decide the stage.

STAGE NUMBER: Shows the number of the current stage (Arcade Mode only).

CHAMPION'S TOTAL TIME: Shows the total amount of time the current champion has been fighting.

SECOND PLAYER ENTRY

A second player can join an Arcade Mode game already in progress by pressing Start on the unused Control Pad. When a new player joins a game in progress, "Challenger Comes" appears on the screen, followed by the Arcade Mode Player Select screen. The new entrant selects a Viper and a two-player match ensues. The winner of the fight then continues play in Arcade Mode at the beginning of the stage that was interrupted.

SAVING MATCHES

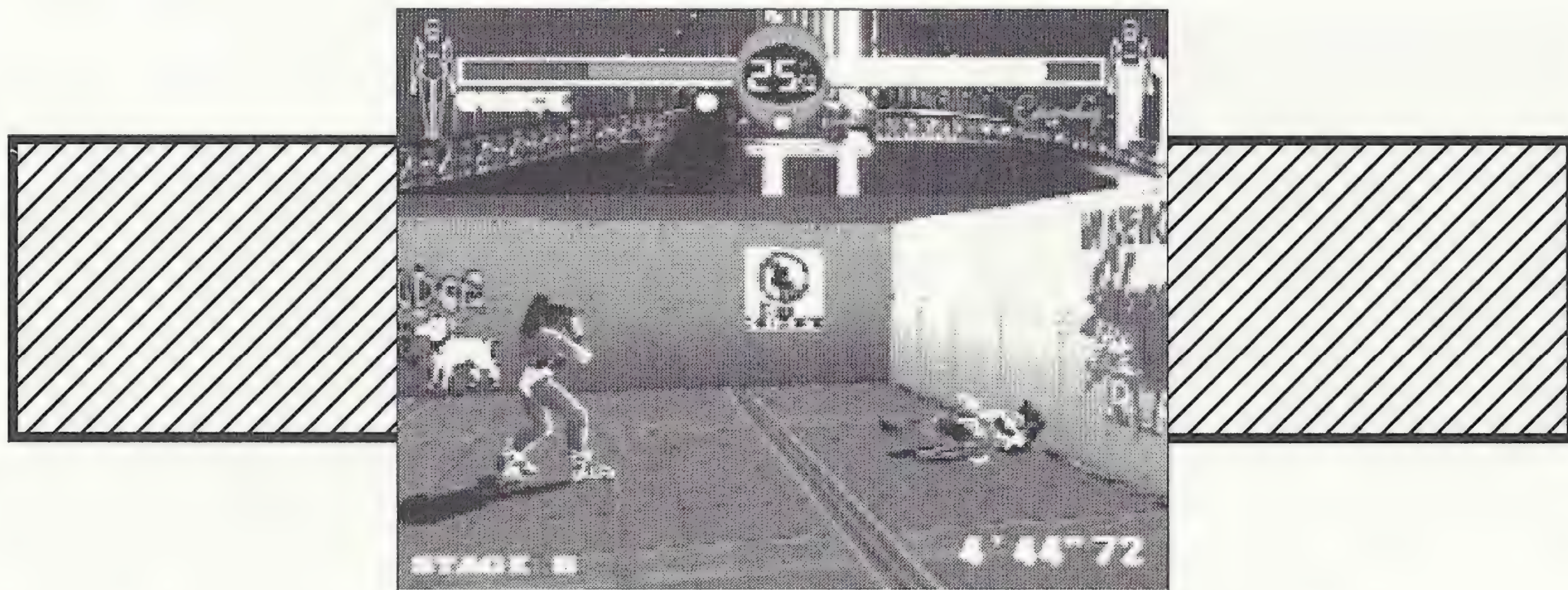
You can save a video record of any Arcade or VS Mode fight to watch in the Playback Mode. To save a round, press Button L or R after the end of the round, during the Replay sequence. The Save Options window appears, prompting you to save into the Saturn internal RAM or the *Sega Saturn Backup™* cartridge (sold separately). You can also select DO NOT SAVE to exit the menu without saving.

Press the D-Pad UP or DOWN to highlight an option and Button C to select the option.



- You can save rounds of a maximum length of 30 seconds. A 30 second round requires 65 empty memory blocks in the internal or backup RAM.
- If you save a round of more than 30 seconds, only the first 30 seconds will be saved.
- If time runs out in a round, you cannot save it.

NOTE: You can select AUTO SAVE in the main Options screen to have every round you fight automatically saved in the external RAM cartridge only. (see p. 11).



GAME OVER/CONTINUE

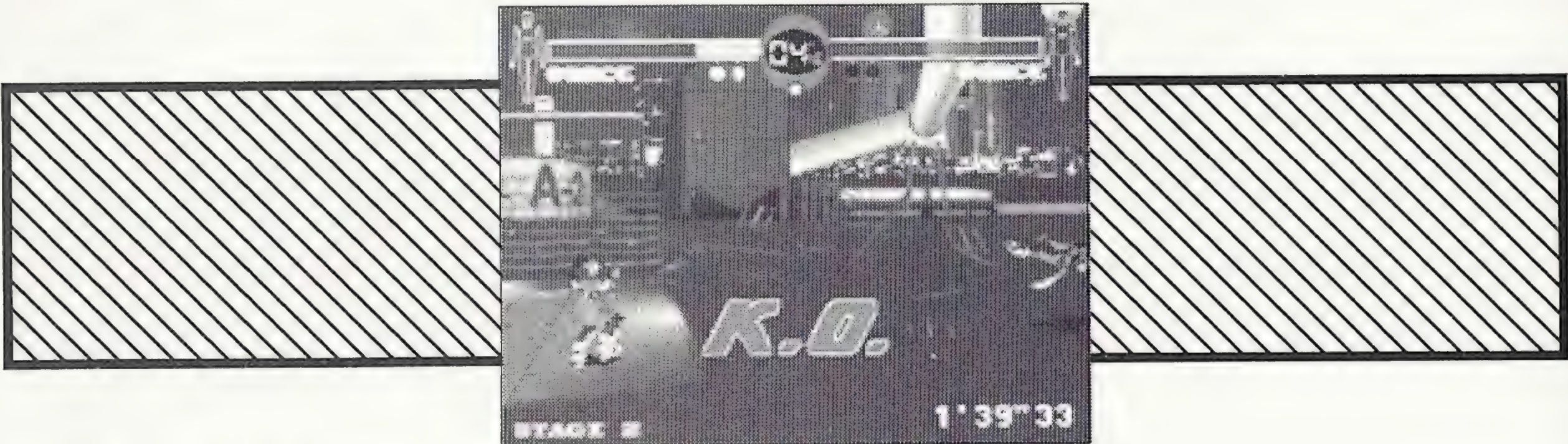
In Arcade Mode, the game ends when your Viper fails to clear a stage. To continue the game at the same level with the same opponent, press Start before the timer runs out. You have an unlimited number of continues in Arcade Mode. If you choose not to continue, you automatically return to the Title screen.



Note: You can turn off the Continue option in the Arcade Mode options screen. (See p.12)

In VS Mode, the player select screen appears at the end of every match. Both players can continue using the same Vipers, or select new characters before re-entering the fighting ring for a new match.

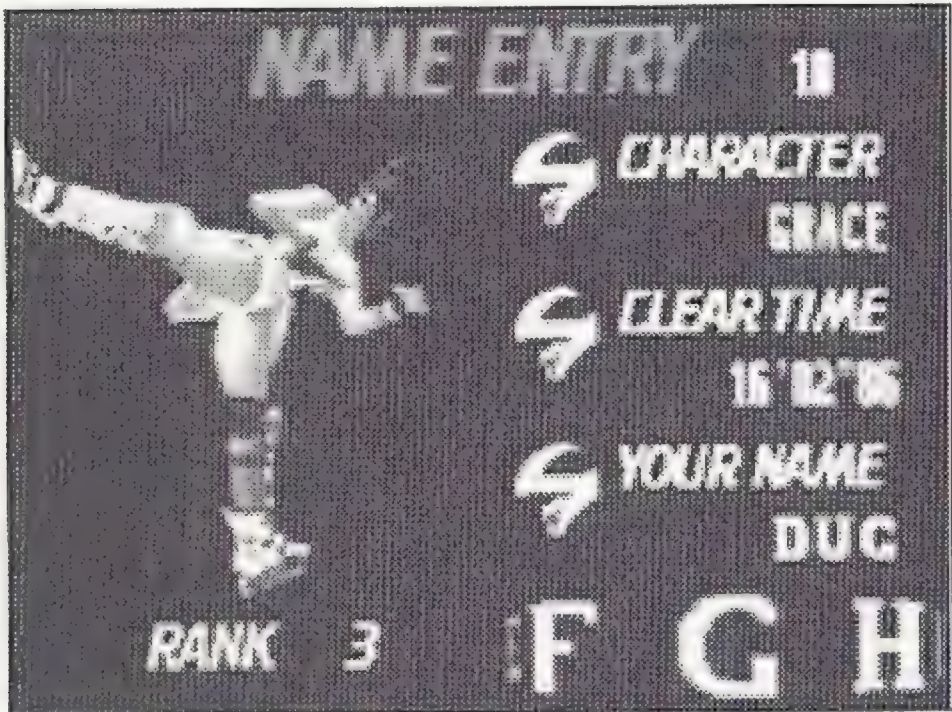
In Team Battle Mode, the game ends when all of one team's Vipers have been defeated. An ending screen announces the winner. Press Start to return to the Mode Select screen.



DRAW MATCH

In the event of a draw, there is a sudden death match with the winner being the first Viper to score a successful hit.

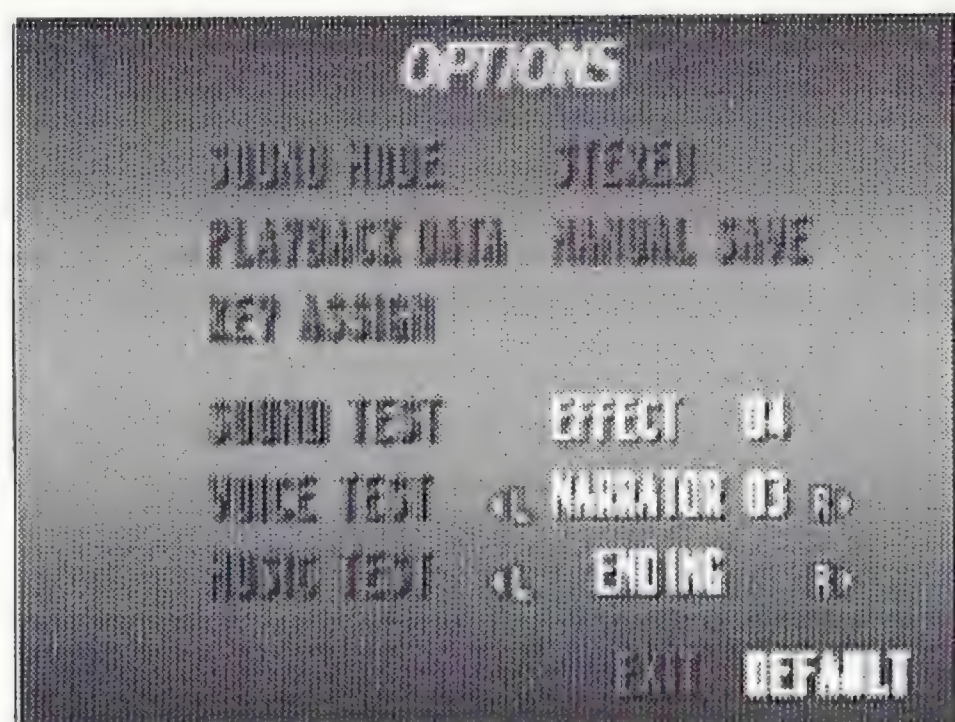
NAME ENTRY



When you score one of the top times in Arcade Mode, the Name Entry screen appears. You have 60 seconds to enter your name. Press the D-Pad LEFT or RIGHT to cycle through the characters, and press Button A, C or Start to select a highlighted character. Press Button B or select BS to delete the previous character. Select END to enter your name.

KNOW YOUR OPTIONS

MAIN OPTIONS



In the main Options screen, you can change some aspects of *Fighting Vipers* that affect all modes of game play. You can also sample the sound effects, background music and voices heard in the game. Press the D-Pad UP or DOWN to highlight an option. Press Button Y at any time in the Options screen to return to the Mode Select screen.

SOUND MODE: Choose Stereo or Monaural for the game's audio output. Press the D-Pad LEFT or RIGHT to change modes while Sound Mode is highlighted.

PLAYBACK DATA: Select either Manual Save or Auto Save. Manual Save allows you to decide which fights are worth saving, and which are best left forgotten (See Saving Matches, p. 9 for details). Auto Save saves every moment of every match automatically. Press the D-Pad LEFT or RIGHT to change modes while Playback Data is highlighted.

KEY ASSIGN: Press Start while Key Assign is highlighted to enter. (See p. 13 for details on Key Assign mode.)

SOUND, VOICE and MUSIC TEST: Press the D-Pad LEFT or RIGHT to scroll through the track numbers. Press Button A, C or Start to sample the track. Press Button B to stop playing.

EXIT: Press Button A, C or Start to return to the Mode Select screen.

DEFAULT: Press Button A, C or Start to reset all options to their default values.

GAMEPLAY OPTIONS

Each mode of play has its own Options screen which can be accessed by pressing Button R from the Player Select screen for that mode, and exited by pressing Button L. There are four modes of gameplay: Arcade Mode **[AR]**, VS Mode **[VS]**, Team Battle Mode **[TB]**, and Training Mode **[TR]**. Press the D-Pad UP or DOWN to highlight options, and LEFT or RIGHT to change highlighted options.

DIFFICULTY: Set the fighting level (from Very Easy to Very Hard) of your computer-controlled opponent. **[AR, TB]**

MATCH POINT: Select the number of victories (1 – 5) necessary to win a stage in the tournament. **[AR, VS]**

TIME LIMIT: Choose from 10, 20, 30 or 60 seconds or NO LIMIT. **[AR, VS, TB]**

CONTINUE: Turn the Game Continue ON or OFF. **[AR]**

RANDOM MODE: Decide whether your opponents will come in a fixed order or at random. **[AR]**

VERSION: Choose from one of three game versions. **[ANY]**

ORIGINAL: Just the same as in the arcades.

ARRANGE: Specially adapted for the Sega Saturn.

HYPER: Lets you throw off your armor by pressing [**←**+B+C] during play, allowing your Viper to perform Special Attacks at hyper-fast speeds.

STAGE: Pick one of nine arenas to stage your fight in, or select IN TURN for the rings to come out in a fixed sequence. **[VS]**

KEY ASSIGN: Set the button functions of your Control Pad to one of four pre-set configurations, or customize your Control Pad with one of four re-configurable edit layouts. (See next page) **[AR, VS, TB]**

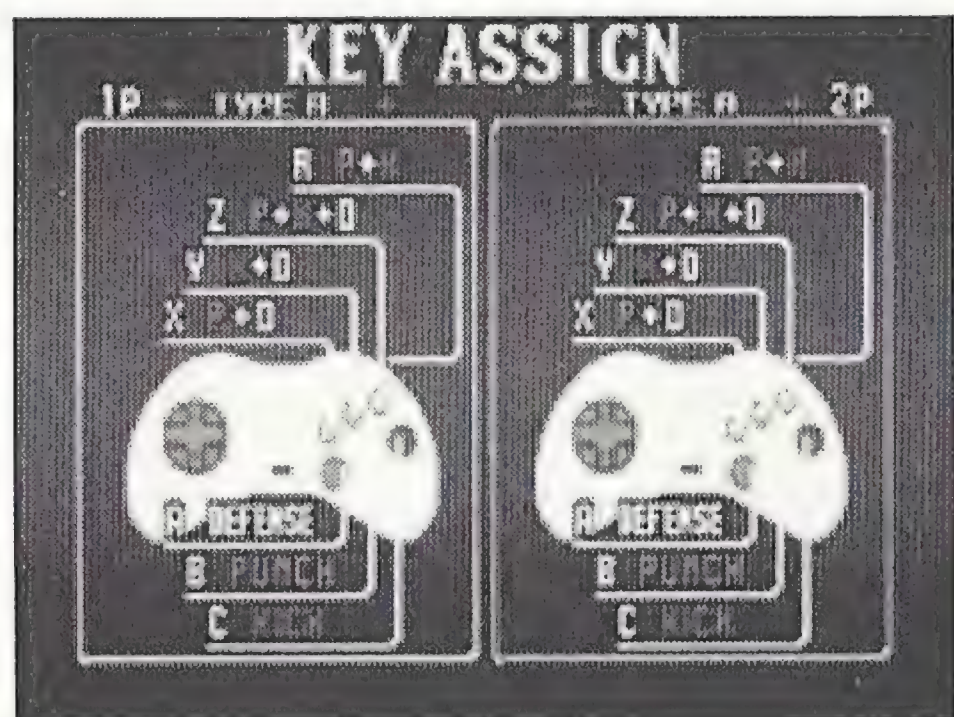
LIFE: Make the Vipers stronger or weaker. To add strength, increase the number of green squares in the LIFE gauge by pressing the D-Pad RIGHT. Press the D-Pad LEFT to reduce the LIFE gauge. Each Player has a separate LIFE gauge. **[VS, TB]**

EXIT: Press Button A, C or Start to return to Player Select. **[ANY]**

DEFAULT: Press Button A, C or Start to reset all the options to their default values. **[ANY]**

NOTE: The gameplay options (except Key Assign) affect play in the mode of origin only. They do not carry over into other modes of play.

KEY ASSIGN



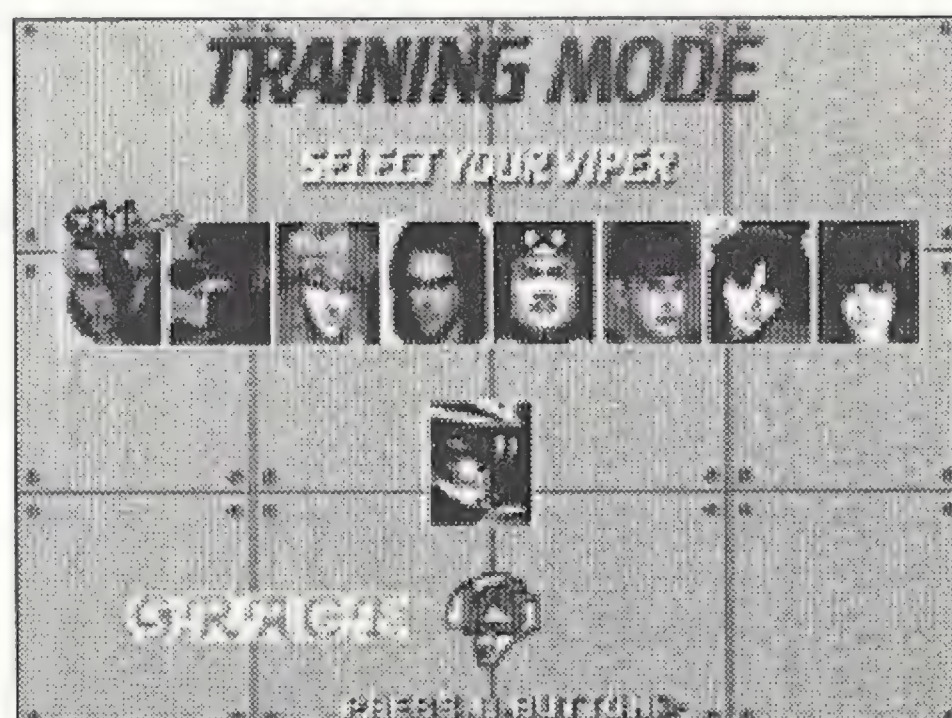
The Key Assign screen can be accessed from the main Options screen, or the Arcade Mode, VS Mode or Team Battle Options screens. Any changes you make in Key Assign will apply to all fighting modes. There are 4 pre-set Controller configurations (Type A, Type B, V Stick and V Stick 2) and four Edit configurations. You can assign functions to any of the Controller buttons in the Edit configurations.

To enter an Edit window, press Start while the window appears on screen. To assign a command, first press the button you want to assign the command to, then press the D-Pad LEFT or RIGHT to cycle through the list of commands until the desired command appears. When you finish assigning commands, press Start to return to the Options screen.

NOTE: You can assign the same command to more than one button.

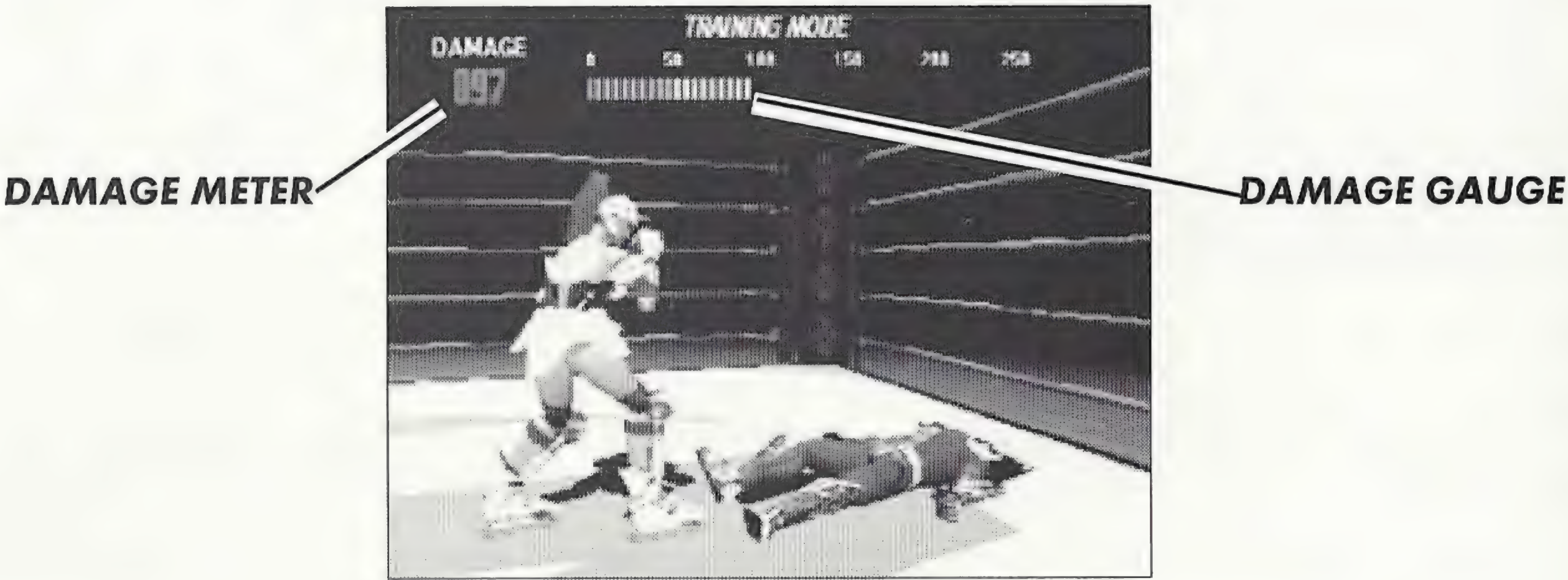
TRAINING MODE

Training Mode lets you hone your favorite Viper's fighting skills against a computer-controlled opponent. When you enter Training Mode, the Player Select screen appears. First select the Viper you want to control, then select the opponent you want to work out on. Press the D-Pad LEFT or RIGHT to scroll through the Vipers and press Button A, C or Start to select the highlighted Viper. Press Button Y to return to the Mode Select screen from the Training Mode Player Select screen. See OPTIONS (previous page) for a review of the Training Mode options.



Once you have selected your Viper and a CPU opponent, the Select CPU Type window appears. Choose one of eleven fighting postures for the CPU Viper to assume. Press the D-Pad LEFT or RIGHT to scroll through the CPU types, and Button A, C or Start to select. After you select the CPU type, the Training Mode screen opens. You can now work out the intricacies of any of your Viper's attacks on a computer-controlled opponent that doesn't fight back, and keeps coming back for more punishment.

THE TRAINING MODE RING



DAMAGE METER: This shows the amount of damage in points inflicted by each successful attack, or string of attacks.

DAMAGE GAUGE: This displays a graph of the amount of damage inflicted by each successful attack sequence.

Training Mode Options Menu

Pressing Start in Training Mode brings up the Training Mode Options Menu. Press the D-Pad UP or DOWN to highlight options, and Button A, C or Start to select a highlighted option.



RETURN TO TRAINING: Lets you get back to training.

COMMAND LIST: Brings up a list of your Viper's attacks and their button commands, and lets you see them in action (see below).

CPU TYPE SELECT: Allows you to change CPU opponent's defense type.

PLAYER SELECT: Returns you to the Training Mode Player Select screen, where you can pick a new Viper for yourself, or a new opponent.

FINISH TRAINING: Returns you to the Mode Select screen.

COMMAND LIST

A complete list of your Viper's attacks appears in the upper right hand window of the screen. Press the D-Pad UP or DOWN to scroll through the list. The button commands and conditions required to execute the highlighted attack appear at the bottom right of the screen. Press Button A, C or Start to watch a demo of the attack. Press Button B, or press the D-Pad RIGHT and select EXIT to return to training mode. The button commands for the highlighted attack remain at the bottom right of the screen. When you successfully perform the attack in Training Mode, a flashing OK sign appears above the button commands and next to the attack name on the Command List.



PLAYBACK MODE



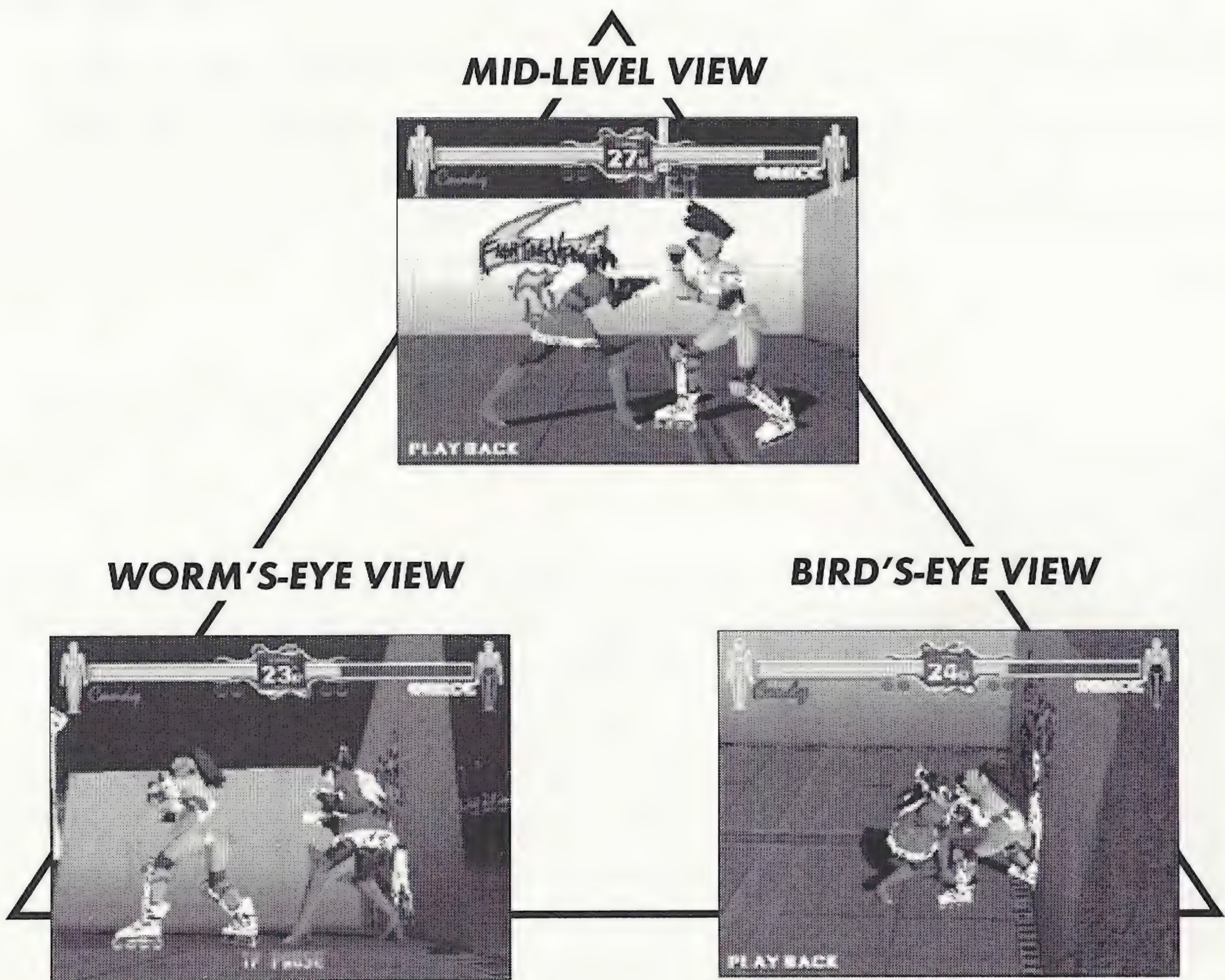
Playback Mode lets you watch fights you have previously recorded, delete those records, or watch exhibition matches. (For details on recording your fights, see Saving Matches, p. 9). When you open Playback Mode, a selections menu appears. Press the D-Pad UP or DOWN to highlight selections and Button A, C or Start to enter. Press Button Y to return to the Mode Select screen.

PLAYBACK RECORDED MATCH: Displays a list of all the matches currently saved in the internal RAM (and *Sega Saturn Backup* cartridge, when applicable). Press the D-Pad UP or DOWN to highlight match files. Press Button A, C or Start to watch the match. Press Button B to return to the main selections menu.

If you are using a *Sega Saturn Backup* cartridge, and have matches saved on it, press Button R to access the list of those matches. Press Button L to return to the list of matches saved in the internal RAM.

When watching the match, press Start to pause or restart a paused match, or press Button B to return to the main Playback Mode selections menu. You can also change the camera angle and position while watching the match by pressing these buttons:

- Button X** Worm's-eye view.
- Button Y** Mid-level view.
- Button Z** Bird's-eye view.
- Button L** Rotate camera left.
- Button R** Rotate camera right.



DELETE RECORDED MATCH: Displays lists of all the matches saved in your internal RAM. Select matches as in Playback Recorded Match (previous page).

When you select a match to delete, the confirmation prompt DELETE? appears. Enter YES to delete or NO to cancel by pressing the D-Pad LEFT or RIGHT to highlight a choice and Button A, C or Start to select.

EXHIBITION MATCH: Lets you choose from a list of pre-recorded demos featuring great moments from the Vipers tournament. Select matches and viewing options (camera angles, etc.) as in Playback Recorded Match (previous page).

BACKUP RECORD

The selections menu appears. Press the D-Pad UP or DOWN to highlight choices and Button A, C or Start to select. Press Button Y to return to the Mode Select screen.

VS RECORD: Displays a record of the performance of each Viper against every other Viper in VS Mode play. Each Controller (Player 1 and 2) has its own list of records. Press the D-Pad LEFT or RIGHT to scroll through the list of Vipers to display the win/loss record of the highlighted Viper in VS Mode match play. The win/loss record by fighter appears beneath the Viper's name. The Total number of wins and losses, and VS Mode Use percentage (showing how often the Viper was used by the player in VS Mode play) appear at the bottom of the window. Press [X+Y+Z] simultaneously to clear all VS Records.

RAXEL		PICKY	
NAME	WIN/LOSS	NAME	WIN/LOSS
GRACE	0/0	GRACE	0/0
BRUN	0/0	BRUN	0/0
ROSEL	0/0	ROSEL	0/0
TORIO	0/0	TORIO	0/0
SHIMAN	0/0	SHIMAN	0/0
JANE	0/0	JANE	0/0
GRABY	0/0	GRABY	0/0
PICKY	0/0	PICKY	0/0
SHIMAN	0/0	SHIMAN	0/0
PICKY	0/0	PICKY	0/0
TOTAL USE 0.00%		TOTAL USE 0.00%	

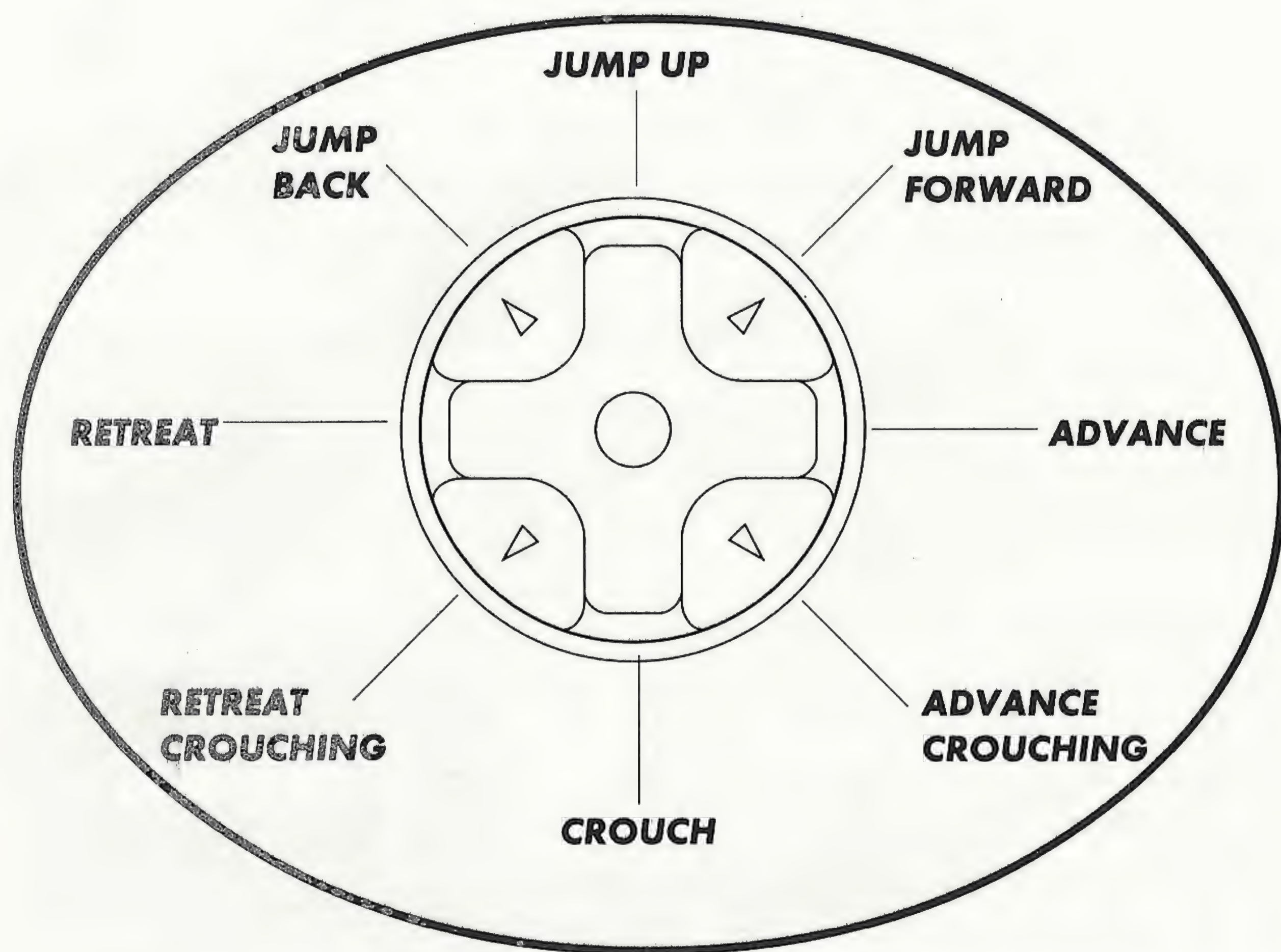
PRESS BUTTONS X+Y+Z TO CLEAR VS RECORD

RANK	TIME	NAME	VER.	TOTAL RANK
1	53'30"00	SIN	0/9	10
2	57'30"00	KAW	0/9	18
3	61'30"00	D. K	0/9	26
4	65'30"00	KUM	0/9	34
5	69'30"00	SAN	0/9	42
6	73'30"00	END	0/9	49

TIME RECORD: Shows the top times, by Viper, for clearing all stages in Arcade Mode. Press the D-Pad LEFT or RIGHT to scroll through the records for all the Vipers.

THE MOVES

Here are the basic movements for the D-Pad. All moves are for a fighter facing RIGHT. Reverse the instructions for a fighter facing LEFT.



KEY: Directions on the D-Pad are shown with arrows.

Light arrows (\Rightarrow) = Press the D-Pad in the direction shown.

Dark arrows (\rightarrow) = Press and hold the D-Pad in the direction shown.

D = Defend (Default Button A)*

P = Punch (Default Button B)*

K = Kick (Default Button C)*

[+] = Simultaneously (**K+D** means "Press the [**K**]ick and [**D**]efend buttons simultaneously.")

* **NOTE:** For information on how to change the button functions on your Control Pad, see Key Assign (p. 13).

MAIN MOVES

⇒/⇐	WALK	Move slowly in the direction indicated.
⇒ ⇒/⇐ ⇐	QUICK STEP	A short, fast move in the direction indicated.
⇒⇒	RUN	Full-speed dash in the direction indicated.
↑ P	POUNCE	Jump onto a fallen opponent.
↓ K	STOMP	Kick 'em when they're down.
⇐ P /⇐ K	COUNTER	Block an opponent's attack, and send one right back.
P+D	THROW	Throw your opponent across the ring.
↘ + K	MID-LEVEL KICK	Works well against upper body defense.
RUN, ↓ K	SLIDING KICK	Work up to full dash speed and kick the legs out from under your opponent.
DDD...	QUICK RECOVERY	Stand up quickly after being knocked down.
P	KICK-UP RECOVERY	Jump back to your feet from a prone position.
⇒/⇐	ROLL AWAY (FORWARD/BACK)	Roll out of the way to either side.
↑/↓	ROLL AWAY (TO SIDE)	Somersault toward or away from your opponent
P+K+D	AIR RECOVERY	Make a soft landing after being sent flying.
⇐	JUMP OFF THE WALL	Press the D-Pad in the direction of the wall to rebound off it in mid-jump.

ATTACK TYPES

The Vipers have an extensive arsenal of attacks to choose from. There are ten general types of attack:

STANDING: Attacks against the opponent's upper body.

MIDDLE: Attacks against the opponent's mid-body.

LOW: Attacks against the lower body.

JUMP: Attacks performed during a full jump (↑).

LOW JUMP: Attacks performed during a short, hopping jump (↑↑).

THROW: Attacks which lift your opponent off the ground.

POUNCE: Attacks against fallen opponents.

TURNING: Attacks against opponents behind your Viper.

RUNNING: Attacks performed while running (⇒⇒).

WALL: Attacks performed after climbing a wall. (Jane, Candy, Picky and Mahler only).

Note: Some attacks can only be performed under certain conditions; for example, **while running**, at **close range**, or with your **opponent behind** your Viper. For jumping attacks, timing is an important condition. Attacks can be timed to execute either at the beginning, or at one of two stages of a jump:

While jumping: Time these attacks to coincide with the high point of the jump.

Before Landing: Execute these attacks just before hitting the ground.

* For Jump/Low Jump attacks with no conditions: Perform simultaneously with the beginning of the jump.

Some attacks can only be performed after making a successful hit. This appears in the conditions sections as HIT. For example [P, P HIT near wall] means the attack can only be performed after successfully hitting the opponent with two punches while near a wall.



GRACE

SEX: F BIRTHDAY: 11/17 AGE: 19

WEIGHT: 128 lbs. HEIGHT: 5'10"

HOMETOWN: Armstone City

OCCUPATION: Fashion model

HOBBY: In-line skating

LIKES: Pasta

DISLIKES: Potatoes



BIO: Grace had her dreams of becoming a professional figure skater broken in high school when her coach betrayed her. Now she makes her living as a fashion model. She may look cold and distant, but the fire of her rage blazes in the heat of the fight.

ATTACKS

Standing punch	Single Beat	P
Standing punch	Dual Beat	P, P
Standing punch	Triple Beat	P, P, P
Standing punch	Wall Zap	P, P, P
Standing punch	Quad Beat	P, P, P, P
Standing punch	Vulcan Beat	P, P, P, P, P
Standing punch	*Beat Blockbuster	P, P, K
Standing punch	Beat High Kick	P, K
Standing punch	Beat Turn Leg	P, K, K
Standing punch	Beat Low Spin	P, ↙ +K
Standing kick	Ice Leg	K
Standing kick	Cross Kick	K+D
Standing kick	Cross Blade	K+D, ↘ +K
Standing kick	Cross Blade Launch	K+D, ↘ +K, K
Standing kick	Cross Step	K+D, K
Standing kick	Cross Step Launch	K+D, K, K
Standing kick	Leg Beat	K, P
Standing kick	Turn Leg	K, K
Standing kick	Vulcan Leg	K, K, K
Middle punch	Black Ice	P+K
Middle punch	*Block Slap	↔ +P
Middle punch	*Tip Slap	⇒ ⇒ +P
Middle kick	Camel Kick	↘ +K
Middle kick	Camel Spin	↘ +K, K
Middle kick	Camel Spin Cutter	↘ +K, K, K
Middle kick	Long Axis	⇒ +K+D
Middle kick	Long Axis Turn	⇒ +K+D, K
Middle kick	*Blockbuster	↔ +K
Middle kick	Blade slash	↑ +D, ↓ +K
Middle kick	Leg Launch	↘ ↘ +K

Low Punch	Sit Beat		↓ +P
Low Punch	Sit Beat Spin		↓ +P, K
Low Kick	Sit Camel		↓ +K
Low Kick	Sit Spin		↓ +K+D
Low Kick	Sit Spin 2		↓ +K+D, K
Low Kick	Sit Spin 3		↓ +K+D, K, K
Low Kick	Sit Spin 4		↓ +K+D, K, K, K
Low Kick	Sit Spin 5		↓ +K+D, K, K, K, K
Jump punch	Knuckle Hammer		↑ +P
Jump punch	Knuckle Hammer	While jumping	↑, P
Jump kick	Front Jump Toe		↗ +K
Jump kick	Jump Toe		↑ +K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Air Kick	While jumping	⇒ +K
Jump kick	Air Dive	While jumping	↓ +K
Jump kick	Flare Kick	Before landing	↓ +K
Jump kick	Back Air Kick	While jumping	⇐ +K
Low jump punch	Knuckle Hammer		↑ +P
Low jump kick	Somersault Kick		↖ +K
Low jump kick	Coin		↑ +K
Low jump kick	Hopping Kick		↑, K
Low jump kick	Blade Cutter	Before landing	↑, ↓ +K
Throw	Scratch Heart	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Throw	Close range, opponent standing	P+D
Throw	Back Suplex	Close range, opponent standing, behind opponent	P+D
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Frankensteiner	While jumping, close to standing opponent	↓ +P+K+D
Throw	Ice Nemesis	Close range, opponent standing	⇒ ⇐ +P+K+D
Throw	Shoulder Through	Close range, opponent standing	↓ ⇐ +P+D
Pounce	Smart Dive	Opponent down	↑ +P
Pounce	Spit Kick	Opponent down	↓ +K
Turning	Turn Beat	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Beat	Opponent behind	↓ +P
Turning	Low Spin Kick Turn	Opponent behind	↓ +K
Turning	Turn Double Beat	Opponent behind	P, P

Running
Running
Running
Running
Running
Running

Running Beat
*Running Tackle
Dash Blade
Dash Coin
Somersault Kick
*Sliding Kick

While running
While running
While running
While running
While running
While running

P
P+D
K
K+D
↖ +K
↓ +K

BAHN

SEX: M BIRTHDAY: 8/25 AGE: 17
WEIGHT: 194 lbs. HEIGHT: 6'1"
HOMETOWN: Nishino Machi
OCCUPATION: High school student
HOBBY: Karate
LIKES: Ramen
DISLIKES: Western food



BIO: Bahn's father abandoned him and his mother when he was still a baby. Now, declaring himself to be "Genghis Bahn III", Bahn has set off across the ocean to prove himself to the father he's never met. But will his long journey find an end in Armstone City?

ATTACKS

Standing punch
Standing punch
Standing punch
Standing kick
Standing kick

Genkotsu
*Hiji Teppou
*Super Straight
Ashige
Sokkou Ashige

P
↖ +P
→ +P
K
⇒ ⇒ +K

Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle kick

*Chouban
Tetsu Hiji
Kobushi Hanabi
Dragon Upper
Double Dragon Upper
Hagane Hiji
Hiji Combo
*Hiji Tetsuzan
*Jingi Gekitouha
Konjou Hiji
*Tetsuzankou
*Kouhadan
*Rekkohadan
*Rekka Kouhadan
Yakuza Kick

P+K+D
⇒ +P
↘ +P
⇒ ↓ ↘ +P
⇒ ↓ ↘ +P, ⇒ ↓ ↘ +P
⇒ ⇒ +P
⇒ ⇒ +P, ⇒ +P
⇒ ⇒ +P, ↖ ⇒ +P+K
↘ ↘ +P
↖ ⇒ +P
↖ ⇒ ⇒ +P+K
↖ ↓ ↘ +P
↖ ↓ ↘ +P, P
↖ ↓ ↘ +P, ⇒ ↓ ↘ +P
↘ +K

Low punch
Low kick

Zagenkotsu
Shita Ashige

↓ +P
↓ +K

Jump punch	Knuckle Hammer		↑+P
Jump punch	Knuckle Hammer	While jumping	P
Jump kick	Front Jump Toe		↗+K
Jump kick	Jump Toe		↑+K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Air Kick	While jumping	⇒+K
Jump kick	Air Dive	While jumping	↓+K
Jump kick	Flare Kick	Before landing	↓+K
Jump kick	Back Air Kick	While jumping	⇐+K
Low jump punch	Knuckle Hammer		↑+P
Low jump kick	Rolling Sawbutt		↑+K
Low jump kick	Jump Toe Kick		↑, K
Low jump kick	Side Kick	Before landing	↑, K
Low jump kick	Low Cut Kick	Before landing	↑, ↓+K
Low jump kick	Middle Rolling Sawbutt		↗+K
Throw	Oroshigane	Close range, opponent standing, opponent's back to wall	P+D
Throw	Kabenage	Close range, opponent standing	P+D
Throw	Setsuna Otoshi	Close range, opponent standing	P+D, ⇐ ⇐P+D
Throw	Kotsuban Wari	Close range, opponent standing, behind opponent	P+D
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Taoshi	Close range, opponent standing	⇐+P+D
Throw	Gekichoupan	Close range, opponent standing	⇐ ⇒+P+K+D
Pounce	Tokkou	Opponent down	↑+P
Pounce	Todome	Opponent down	↓+P
Pounce	Indou	Opponent down	↓+P, P
Pounce	Taiman Kick	Opponent down	↓+K
Turning	Turn Knuckle	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑+K
Turning	Low Turn Punch	Opponent behind	↓+P
Turning	Low Spin Kick Turn	Opponent behind	↓+K
Turning	Double Turn Knuckle	Opponent behind	P, P
Running	Running Straight	While running	P
Running	* Running Tackle	While running	P+D
Running	* Dash Tetsuzan	While running	P+K
Running	Running Knee	While running	K
Running	Hop Spin Kick	While running	↑+K
Running	* Sliding Kick	While running	↓+K
Running	Running Jump Kick	While running	↗+K

RAXEL

SEX:M BIRTHDAY: 2/26 AGE: 18

WEIGHT: 119 lbs HEIGHT: 5'10"

HOMETOWN: Armstone City

OCCUPATION: Temp

HOBBY: Rock Band

LIKES: Veggies

DISLIKES: Meat



BIO: Raxel is the guitarist and vocalist for the band "Death Crunch." Female fans are drawn to his dark aesthetic appeal. Raxel dropped out of high school and left home after a fight with his father, who happens to be an Armstone City councilman. This sinewy narcissist is fighting for fame and glory.

ATTACKS

Standing punch	Jab	P
Standing punch	*Lightning Upper	⇐+P
Standing punch	Right Spin	P, P
Standing punch	Right Through	P, P, P
Standing punch	Right Through Squash	P, P, P
Standing punch	*Looks That Kill	P, P, K
Standing punch	Jab High Kick	P, K
Standing kick	High Kick	K
Standing kick	*Death Spin Kick	⇒+K+D
Standing kick	*Death Spin Slash	⇒+K+D,
		↓ ↘ ⇒+K+D
Standing kick	*Death Spin Roller	⇒+K+D, ↓ ↘ ⇒+K,
		⇒ ↘ ↓ ↘ ⇒+K
Standing kick	Back off Kick	→+K
Standing kick	Back off Ditch	K, K
Middle punch	Upper	↘+P
Middle punch	Double Upper	↘+P, P
Middle punch	Elbow Cut	⇒+P
Middle punch	Knuckle Black Claw	⇒+P, P
Middle punch	Right Hand	⇒+P, P, P
Middle punch	Knuckle Claw Kick	⇒+P, K
Middle punch	*Guitar Thrust	⇒ ⇒+P
Middle punch	Flying V	↘ ↘+P
Middle punch	Flying Screw	↘ ↘+P, P
Middle kick	Sky Screamer	K+D
Middle kick	Middle Kick	↘+K
Middle kick	Motor Crew	↘+K, P
Middle kick	Kick Away	⇒+K
Middle kick	*Block Buster	⇐+K

Low punch	Sit Jab		↓ +P
Low punch	Low Punch		↓ +P+K+D
Low kick	Standing High Kick	While standing up	K
Low kick	Low Spin Combo		↘ +K, P, ↓ +K+D
Low kick	Death Spin Combo		↘ +K, P, ⇒ +K+D
Low kick	Low Side Kick		↓ +K
Low kick	Sliding Kick		↓ +K+D
Jump punch	Jump Hammer		↑ +P
Jump punch	Jump Hammer	While jumping	P
Jump kick	Jump Toe		↑ +K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Jump Toe		↗ +K
Jump kick	Front Air Kick	While jumping	⇒ +K
Jump kick	Air Dive	While jumping	↓ +K
Jump kick	Flare Kick	Before landing	↓ +K
Jump kick	Back Air Kick	While jumping	↖ +K
Low jump punch	Hopping Hammer		↑ +P
Low jump kick	Somersault Kick		↖ +K
Low jump kick	Rolling Sawbutt		↑ +K
Low jump kick	Hopping Kick		↑ K
Low jump kick	Leg Killer	Before landing	↑ ↓ +K
Throw	Wall Squash	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Throw	Close range, opponent standing	P+D
Throw	Death Drop	Close range, opponent standing, behind opponent	P+D
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Detroit Lockdown	Close range, opponent standing	↑ +D, ↓ +P+D
Throw	Death Cannon	Close range, opponent standing	⇒ ⇒ +P+D
Throw	Dangerous Noise	Close range, opponent standing	↔ ⇒ +P+D
Pounce	Flying Task	Opponent down	↑ +P
Pounce	Guitar Crush	Opponent down	↓ +P
Pounce	Spit Kick	Opponent down	↓ +K
Pounce	Gravepost	Opponent down	↓ ↓ +P
Turning	Turn Punch	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Punch	Opponent behind	↓ +P
Turning	Low Spin Kick Turn	Opponent behind	↓ +K
Turning	Turn Punch Jab	Opponent behind	P, P

Running	Running Straight	While running	P
Running	*Running Tackle	While running	P+D
Running	Running Knee	While running	K
Running	Running Somersault	While running	↖ +K
Running	Hop Spin Kick	While running	↑ +K
Running	*Sliding Kick	While running	↓ +K
Running	Running Jump Kick	While running	↗ +K

TOKIO

SEX: M BIRTHDAY: 4/19 AGE: 16
 WEIGHT: 141 lbs. HEIGHT: 5'9"
 HOMETOWN: Armstone City
 OCCUPATION: Part-time jobs
 HOBBY: Games (Virtua Fighter)
 LIKES: Sushi
 DISLIKES: Chicken



BIO: Tokio was brought up in the strict environment of a kabuki actor's household, but when he turned 14 he joined the local gang "Black Thunder." He quickly rose to become their leader, but left after the death of one of the members. This lone wolf looks to the Vipers to provide him with new challenges and thrills.

ATTACKS

Standing punch	Justice Jab	P
Standing punch	Open Chest	P, P
Standing punch	Open Arm	P, P, P
Standing punch	Open Roll	P, P, K
Standing punch	Open Spin	P, K
Standing kick	Roll Kick	K
Standing kick	Spin-off Kick	K+D
Standing kick	Spin Cossack	K+D, ↓ +K
Standing kick	Spin-off Sunrise	K+D, K
Standing kick	Spin Float	K+D, K, K
Standing kick	Catapult Kick	⇒ +K+D
Standing kick	Catapult Mid	⇒ +K+D, ↘ +K
Standing kick	Catapult Low	⇒ +K+D, ↓ +K
Standing kick	Catapult High	⇒ +K+D, K
Standing kick	Long Roll Kick	→ +K
Standing kick	Reactor	K, P
Standing kick	Combo Reactor	K, P, P
Standing kick	Combo Reactor Plus	K, P, P, P
Standing kick	Combo Maxi Edge	K, P, P, K
Standing kick	Combo Tricks	K, P, P, ↖ +K
Standing kick	Combo Bent Edge	K, P, P, P, K
Standing kick	Combo Reactor Cossack	K, P, P, P, ↓ +K
Standing kick	Combo Tricks Pro	K, P, P, P, ↖ +K
Standing kick	Combo Edge	K, P, K

Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick
Middle kick

Open Upper
Open Elbow
Elbow Blow
Lightning Arrow
Open Arm Blow
Standing Toe Kick
Middle Kick
Clutch Step
Double Clutch Kick
Pro Dancer
Starlight Dancer
Snap Knee
*Blockbuster
Heel Drop
Belly Flop
Belly Flop Kick

While standing up

↘+P
⇒+P
⇒+P, P
⇒+P, P, ↓ ⇒+P
⇒+P, P, P
K
↘+K
↘+K, K
↘+K, K, ⇒+K
↘+K+D
↘+K+D, ⇒+K
⇒+K
↩+K
↑+D, ↓+K
⇒ ↓+P+K+D
⇒ ↓+P+K+D, K

Low punch
Low kick
Low kick
Low kick
Low kick
Low kick
Low kick
Low kick

Sit Jab
Low Kick
Low Spin Kick
Low Spin Punch
Low Spin Low
Triple Low Spin
Low Spin High

↓+P
↓+K
↓+K+D
↓+K+D, P
↓+K+D, ↓+K
↓+K+D, ↓+K, K
↓+K+D, K

Jump punch
Jump punch
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick

Air Thrust Punch
Jump Hammer
Jump Toe
Air Rolling Sawbutt
Flare Toe
Front Jump Toe
Front Air Kick
Air Dive
Flare Kick
Back Air Kick

While jumping

While jumping
Before landing

While jumping
While jumping
Before landing
While jumping

↑+P
P
↑+K
K
K
↗+K
⇒+K
↑, ↓+K
↓+K
↩+K

Low jump punch
Low jump kick
Low jump kick
Low jump kick
Low jump kick
Low jump kick
Low jump kick

Jump Hammer
Tricks
Rolling Sawbutt
Hopping Kick
Low Cut Kick
Middle Hop Spin Kick

While jumping
Before landing

↑+P
↖+K
↑+K
↑, K
↑, ↓+K
↗+K

Throw

Back Wall Rush

Close range, opponent
standing, opponent's
back to wall

P+D

Throw

Wall Throw

Close range, opponent
standing

P+D

Throw

Back Suplex

Close range, opponent
standing, behind opponent

P+D

Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Snap Stole	Close range, opponent standing	⇐+P+D
Throw	Shoulder Throw	Close range, opponent standing	⇒ ⇐+P+D
Throw	Grand Axel	Close range, opponent standing	⇒ ⇐+P+K+D
Throw	Dead End Double Knee	Close range, opponent standing, opponent's back to wall	⇐ ⇒+K

Pounce	Eagle Landing	Opponent down	↑ +P
Pounce	Spit Kick	Opponent down	↓ +K

Turning	Turn Punch	Opponent behind	P
Turning	Turn Roll Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Punch	Opponent behind	↓ +P
Turning	Turn Low Spin Kick	Opponent behind	↓ +K
Turning	Turn Punch Jab	Opponent behind	P, P
Turning	Turn Punch Roll Kick	Opponent behind	P, K
Turning	Low Spin Kick Turn	Opponent behind	K, P

Running	Running Straight	While running	P
Running	*Running Tackle	While running	P+D
Running	Fire Darts	While running	K
Running	Running Tricks	While running	↖ +K
Running	Hop Spin Kick	While running	↑ +K
Running	*Sliding Kick	While running	↓ +K
Running	Running Jump Kick	While running	↗ +K

SANMAN

SEX: M BIRTHDAY: 3/3 AGE: ?
 WEIGHT 264 lbs HEIGHT: 5'11"
 HOMETOWN: Armstone City
 OCCUPATION: ?
 HOBBY: Custom bikes
 LIKES: Sweets
 DISLIKES: Garlic



BIO: Nobody knows much about him, and he isn't saying. The only things for sure is that he rolled up to the tournament on a big custom hog, and he has a strange fascination with the number 3. Sanman lets his fists do the rest of the talking for him.

ATTACKS

[illegible]

Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle punch
Middle kick
Middle kick
Middle kick
Middle kick

Low punch
Low kick
Low kick

Jump punch
Jump punch
Jump punch
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick
Jump kick

Low jump punch
Low jump kick
Low jump kick
Low jump kick
Low jump kick

Sanman Punch
One-Two Punch
One-Two Hammer
One-Two Crush
* One-Two Hip
Sanman Punch Kick
Sanman Punch Upper
Boost Kick
Power Knock
Double Power Knock
Triple Power Knock
Sanman Kick

Sanman Upper
Double Upper
Double Upper Hip
Jackknife Throw
Ignition Punch
Generator Punch
Fire Generator Punch
Atomic Generator Punch
Fusion Generator Punch
Power Hammer
Round Trip Hammer Throw
Double Power Hammer
* Elbow Smash
Hip Bomber
Double Hip Bomber
Middle Sanman Kick
* Block Bomber

Low Punch
Low Sanman Kick
Leg Throw

Sanman Hammer
Sky Burner
Knuckle Hammer
Front Jump Toe
Jump Toe
Hip Four
Rider Toe
Front Air Kick
Air Dive
Rider Kick
Back Air Kick

Sanman Hammer
Rolling Sawbutt
Hopping Kick
Leg Breaker
Middle Rolling Sawbutt

P, P HIT near wall

While jumping

While jumping
Before landing
While jumping
While jumping
Before landing
While jumping

Before landing

P
 P, P
 P, P, P
 P, P, P
 P, P, K
 P, K
 $P, \Downarrow + P$
 $P, \Downarrow + P, K$
 $\Leftarrow \Rightarrow + P$
 $\Leftarrow \Rightarrow + P, P$
 $\Leftarrow \Rightarrow + P, P, P$
 K

$\Downarrow + P$
 $\Downarrow + P, P$
 $\Downarrow + P, P, K$
 $\Downarrow + P + D$
 $\Rightarrow + P$
 $\Rightarrow + P, P$
 $\Rightarrow + P, P, P$
 $\Rightarrow + P, P, P, P$
 $\Rightarrow + P, P, P, P, P$
 $\Downarrow + P + K + D$
 $\Downarrow + P + K + D, P + D$
 $\Downarrow + P + K + D, \Downarrow + P$
 $\Rightarrow \Rightarrow + P$
 $P + K + D$
 $P + K + D, P + K + D$
 $\Downarrow + K$
 $\Leftarrow + K$

↓ +P
↓ +K
↓ +K+D

↑ +P
 ↑ P
 → +P
 ↗ +K
 ↑ +K
 K
 K
 → +K
 ↓ +K
 ↓ +K
 ← +K

↑ +P
 ↑ +K
 ↑ , K
 ↑ , ↓ +K
 ↗ +K

Throw	Spark Scratch	Close range, opponent standing, opponent's back to wall	P+D
Throw	Sanman Ten Pin	Close range, opponent standing	P+D
Throw	Willy Drop	Close range, opponent standing, behind opponent	P+D
Throw	Wrist Wall Slam	Close range, opponent standing, opponent's back to wall	P+D
Throw	Power Hunting	Close range, opponent crouching, opponent's back to wall	↓ +P+D
Throw	Overdrive	Close range, opponent standing	⇒ ↘ ↓ ↙ ⇐+P+D
Throw	Bear Hug	Close range, opponent standing	⇒ ⇐+P+D
Throw	Backbone Crack	Close range, opponent standing	⇒ ⇐+P+K+D
Throw	Full Overdrive	Close range, opponent standing	⇒ ↘ ↓ ↙ ⇐+P+D, ⇒ ⇐+P+D
Throw	Final Overdrive	Close range, opponent standing	⇒ ↘ ↓ ↙ ⇐+P+D, ⇒ ⇐+P+D, ⇐ ↓ ⇒ ↑ ⇐+P+D
Throw	Elephant Hug	Close range, opponent standing	⇒ ⇐+P+D, ⇐ ⇐+P+D
Throw	Pile Driver	Close range, opponent crouching	↘ ↘+P+D
Throw	Max Trip	Opponent down	↓ ⇐ ⇒+P
Throw	Sanman Bomb	Close range, opponent standing, opponent's back to wall	⇐ ⇒+P+D
Throw	Giant Swing 2	Opponent down	⇐ ↙ ↓ ↘ ⇒+P
Throw	Giant Swing	Close range, opponent standing	⇐ ↙ ↓ ↘ ⇒+P
Pounce	Sitting Slam	Opponent down	↑ +P
Pounce	Megaton Stamp	Opponent down	↓ +K
Turning	Turn Knuckle	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Punch	Opponent behind	↓ +P
Turning	Low Spin Kick Turn	Opponent behind	↓ +K
Turning	Turn Knuckle Punch	Opponent behind	P, P
Running	Sanman Attack	While running	P
Running	Running Hip Bomber	While running	K
Running	Hop Spin Kick	While running	↑ +K
Running	*Sliding Kick	While running	↓ +K
Running	Running Jump Kick	While running	↗ +K

JANE

SEX: F BIRTHDAY: 8/18 AGE: 18
 WEIGHT: 152 lbs. HEIGHT: 5'6"
 HOMETOWN: Armstone City
 OCCUPATION: Construction worker
 HOBBY: Physical training
 LIKES: Beefsteak
 DISLIKES: None



BIO: Jane always wanted to join the navy, and she trained all through high school to achieve that dream. Unfortunately, she tends to lose her cool in fights and she was discharged after injuring a fellow seaman in training. Now she's working subway construction, but she hasn't given up on her dream. She wants to show the world just how tough she is.

ATTACKS

Standing punch	Clap Knuckle		P
Standing punch	*Block Straight		↩+P
Standing punch	Double Clap		P, P
Standing punch	Triple Bash		P, P, P
Standing punch	Combo Wall Scratch	P, P HIT near wall	P, P, P
Standing punch	Double Clap Rush Kick		P, P, K
Standing punch	Combo Raid Knee		P, P, ⇒+K
Standing punch	Low Spin Combo		P, P, ↓+K
Standing punch	*Combo Block Straight		P, P, ↩+P
Standing punch	Knuckle High Kick		P, K
Standing punch	Combo Switch Upper		P, K, P
Standing kick	Smart Kick		K
Middle punch	Toss Upper		↘+P
Middle punch	Body Blow		⇒+P
Middle punch	Down Smash		⇒+P, P
Middle punch	Upper	While crouching	↘+P
Middle punch	*Power Smash		⇒⇒+P
Middle punch	*Crawl Tornado Punch		⇒↓↘+P
Middle punch	Two-Hand Bash		↓⇒+P
Middle punch	*Tornado Punch		↩↘↓↘⇒+P
Middle kick	Standing High Kick	While standing up	K
Middle kick	Middle Spin Kick		↘+K
Middle kick	Cut Knee		⇒+K
Middle kick	Knee Launcher		↓⇒+K
Low punch	Low Knuckle		↓+P
Low punch	Low Knuckle Spin		↓+P, K
Low kick	Double Low Spin Kick		↓+K+D, ↓+K
Low kick	Low Spin Up		↓+K+D, K
Low kick	Low Spin Kick		↓+K

Jump punch	Air Thrust Punch	While jumping	↑+P
Jump punch	Jump Hammer		P
Jump kick	Jump Toe		↑+K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	↑, K
Jump kick	Front Jump Toe		⇒+K
Jump kick	Front Air Kick	While jumping	⇒+K
Jump kick	Air Dive	While jumping	↓+K
Jump Kick	Flare Toe	Before landing	K
Jump kick	Flare Kick	Before landing	↓+K
Jump kick	Back Air Kick	While jumping	↩+K
Low jump punch	Jump Hammer		↑↑+P
Low jump kick	Rolling Sawbutt		↑↑+K
Low jump kick	Hopping Kick		↑↑, K
Low jump kick	Low Cut Kick	Before landing	↑↑ ↓+K
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Clinch Punch	Close range, opponent standing	P+D
Throw	Double Clinch Punch	Close range, opponent standing	P+D, P
Throw	Clinch Strike Knee	Close range, opponent standing	P+D, ⇒+K
Throw	Break Neck Driver	Close range, opponent standing, behind opponent	P+D
Throw	Tiger Suplex	Close range, opponent standing, behind opponent	P+K+D
Throw	Wall Scratch	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Strike Knee	Close range, opponent standing, opponent's back to wall	K+D
Throw	Wall Strike Double Knee	Close range, opponent standing, opponent's back to wall	K+D, K+D
Throw	Clinch Knee	Close range, opponent standing	K+D
Throw	Fling Up Breaker	Close range, opponent standing	⇒ ↓+P+D
Throw	Brainbuster	Close range, opponent standing	⇒ ↩+P+D
Throw	Clinch Knee Grab	Close range, opponent standing	↩ ↘ ↓ ↙ ⇒+K+D
Throw	Super Combo Knee Launcher	Close range, opponent standing	↩ ↘ ↓ ↙ ⇒+K+D, ↓ ⇒+K
Pounce	Knuckle Dive	Opponent down	↑↑+P
Pounce	Knuckle Bat	Opponent down	↓+P
Pounce	Spit Kick	Opponent down	↓+K

Turning	Turn Knuckle	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Knuckle	Opponent behind	↓ +P
Turning	Low Spin Kick Turn	Opponent behind	↓ +K
Turning	Turn Double Knuckle	Opponent behind	P, P
Running	Running Knuckle	While running	P
Running	*Running Tackle	While running	P+D
Running	Running Knee	While running	K
Running	Hop Spin Kick	While running	↑ +K
Running	*Sliding Kick	While running	↓ +K
Running	Running Jump Kick	While running	↘ +K
Wall	Climb Wall	Touch wall while jumping	↑ +P
Wall	*Wall Dive	While climbing wall	↑ +P

Candy

SEX: F BIRTHDAY: 9/3 AGE: 16
 WEIGHT: Secret HEIGHT: 5'3"
 HOMETOWN: Armstone City
 OCCUPATION: Fashion school student
 HOBBY: Making clothing
 LIKES: Strawberry cheesecake ice
 cream
 DISLIKES: Carrots



BIO: Candy is studying to be a fashion designer. She's usually quiet and shy, but when she puts on the rubber dress she made herself - watch out! She's in this tournament to promote her original fashion line.

ATTACKS

Standing punch	Cat Snap	P
Standing punch	*Block Slap	↔ +P
Standing punch	Cat Pat	P, P
Standing punch	Cat Scratch	P, P, P
Standing punch	Wall Zap	P, P, P
Standing punch	Combo Cat Kick	P, P, P, K
Standing punch	Combo Low Kick	P, P, P, ↓ +K
Standing punch	Snap High Kick	P, K
Standing kick	High Kick	K
Standing kick	Jackknife Kick	K+D

Middle punch	Cat Upper		↘+P
Middle punch	Cat Upper		↘+P
Middle punch	Candy Swing		→+P
Middle punch	Candy One-Two		⇒+P, P
Middle punch	Candy Triple		⇒+P, P, P
Middle punch	*Cat Slap		⇒⇒+P
Middle punch	Rising Cat Upper		⇒↓↘+P
Middle punch	*Cat Paw Sweep		↘↘+P
Middle kick	Bootie Bop		P+K+D
Middle kick	Double Bootie Bop		P+K+D, P+K+D
Middle kick	Toe Kick	While standing up	K
Middle kick	Scorpion Attack		↘+K
Middle kick	*Block Bomber		↙+K
Middle kick	Cat Tail		↓+K
Middle kick	Cat Tail High		↓+K, K
Middle kick	Toe Kick Scorpion	While standing up	K, K
Middle kick	Toe Kick Cat Heel	While standing up	K, K+D
Middle kick	Toe Kick Cat Somersault	While standing up	K, ↖+K
Low punch	Low Snap		↓+P
Low punch	Low Punch Low Kick		↓+P, K
Low kick	Low Kick		↓+K
Low kick	Double Low Kick		↓+K, K
Low kick	*Double Low Kick and Paw		↓+K, K, ↓P
Low kick	Low Leg Beat		↓+K, K, ↓+K
Low kick	Leg Beat		↓+K, K, K
Low kick	Cat Barrow		⇒⇒+K+D
Jump punch	Cat Hammer		↑+P
Jump punch	Cat Hammer	While jumping	P
Jump kick	Front Jump Toe		↗+K
Jump kick	Jump Toe		↑+K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Air Kick	While jumping	⇒+K
Jump kick	Air Dive	While jumping	↓+K
Jump kick	Flare Kick	Before landing	↓+K
Jump kick	Back Air Kick	While jumping	↙+K
Low jump punch	Knuckle Hammer		↑+P
Low jump kick	Cat Somersault Kick		↖+K
Low jump kick	Rolling Sawbutt		↑+K
Low jump kick	Hopping Kick		↑, K
Low jump kick	Low Cut Kick	Before landing	↑, ↓+K
Low jump kick	Middle Rolling Sawbutt		↗+K
Throw	Back Wall Rush	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Throw	Close range, opponent standing	P+D

Throw	Back Suplex	Close range, opponent standing, behind opponent	P+D
Throw	Tickle Tickle	Close range, opponent standing, behind opponent	P+K+D
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Back Wall Throw	Close range, opponent standing	↩+P+D
Throw	Candy Aerial	Both players in midair	↩+P+K+D
Throw	Fork Through	Close range, opponent standing	↓+P+K+D
Throw	Cat Wheel	Close range, opponent standing	↓ ↩+P+D
Throw	Face Crusher	Close range, opponent standing	↘ ⇒+P+D
Throw	Vaulting Horse	Close range, opponent standing	↗+P
Pounce	Ei	Opponent down	↓+P
Pounce	Ei Ei	Opponent down	↓+P, P
Pounce	Ei Ei Ei	Opponent down	↓+P, P, P
Pounce	Ei Ei Ei Ei	Opponent down	↓+P, P, P, P
Pounce	Ei Ei Ei Ei Ei	Opponent down	↓+P, P, P, P, P
Pounce	Spin Landing	Opponent down	↑+P
Pounce	Spit Kick	Opponent down	↓+K
Turning	Turn Snap	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑+K
Turning	Low Turn Snap	Opponent behind	↓+P
Turning	Low Spin Kick Turn	Opponent behind	↓+K
Turning	Turn Double Snap	Opponent behind	P, P
Running	Running Straight	While running	P
Running	*Running Tackle	While running	P+D
Running	Running Bootie Bop	While running	P+K+D
Running	Running Knee	While running	K
Running	Running Cat Somersault	While running	↖+K
Running	Hop Spin Kick	While running	↑+K
Running	*Sliding Kick	While running	↓+K
Running	Running Jump Kick	While running	↗+K
Wall	Climb Wall	Touch wall while jumping	↑+P
Wall	*Wall Dive	While climbing wall	↑+P

PICKY

SEX: M BIRTHDAY: 4/13 AGE: 14
 WEIGHT: 110 lbs HEIGHT: 5'4"
 HOMETOWN: Armstone City
 OCCUPATION: Junior high student
 HOBBY: Skateboarding
 LIKES: Potato chips
 DISLIKES: Tomatoes



BIO: Picky is a typical junior high school skate rat. He started boarding to impress his first love, Kathryn. But here in Armstone, fighting in the tournament seems to be more popular than thrashing. So Picky took his board to try his luck as the youngest Viper.

ATTACKS

Standing punch	Boarder Punch	P
Standing punch	Double Boarder Punch	P, P
Standing punch	Board Bash	P, P, P
Standing punch	Wall Squash	P, P, P
Standing punch	One-Two Coin	P, P, K
Standing punch	One-Two Knee	P, P, ⇒+K
Standing punch	Combo Skipping Knee	P, P, ⇒+K, K
Standing punch	One-Two Upper	P, P, ⇒+P
Standing punch	One-Two Toe Kick	P, P, ↓+K
Standing punch	Combo Toe & High Kick	P, P, ↓+K, K
Standing punch	Punch Coin	P, K
Standing punch	Combo Tail Kick	P, ↓+K
Standing kick	Hopping Knee	K+D
Standing kick	Knee & High Spin	K, K
Standing kick	High Spin Kick	↓ ↘ ⇒+K
Middle punch	Upper	↘ +P
Middle punch	Upper Middle Spin	↘ +P, ⇒+K
Middle punch	Upper High Spin	↘ +P, K
Middle punch	Overhead Board Bash	↖ +D, ↘ +P
Middle punch	*Board Slap	↔ ⇒ ⇒+P
Middle kick	Standing Knee	K
Middle kick	Middle Spin Kick	↘ +K
Middle kick	Rocket Missile	↖ +K
Middle kick	Step Knee	⇒ +K
Middle kick	*Block Knee	↔ +K
Middle kick	Toe Kick	↓ +K
Middle kick	Toe & High Kick	↓ +K, K
Middle kick	Heel Drop	↓ +K, K+D
Middle kick	Heel Drop 2	↑ +D, ↓ +K
Middle kick	Skipping Knee	↓ ⇒ +K+D

Low punch	*Block Upper		↔+P
Low punch	Low Punch		↓+P
Low punch	Low Punch Tail Kick		↓+P, K
Low kick	Tail Kick		↓+K
Jump punch	Jump Hammer		↑+P
Jump punch	Hopping Hammer	While jumping	P
Jump kick	Jump Toe		↑+K
Jump kick	Air Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Jump Toe		↗+K
Jump kick	Front Air Kick	While jumping	↑⇒+K
Jump kick	Hatch	While jumping	↓+K
Jump kick	Flare Kick	Before landing	↓+K
Jump kick	Back Air Kick	While jumping	↔+K
Low jump punch	Hopping Hammer		↑↑+P
Low jump kick	Coin		↑↑+K
Low jump kick	Hopping Kick		↑↑, K
Low jump kick	Low Cut Kick		↑↑ ↓+K
Throw	Wall Rush	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Throw	Close range, opponent standing	P+D
Throw	Back Suplex	Close range, opponent standing, behind opponent	P+D
Throw	Wrist Wall Slam	Close range, opponent standing, back to wall	P+D
Throw	Flying Head Scissors	While jumping, close range, opponent standing	↓+P+K+D
Throw	Air Grab	Both players in midair	↔+P+K+D
Throw	Fork Through	Close range, opponent standing	↓+P+K+D
Throw	Fork Through Kick	Close range, opponent standing	↓+P+K+D, ↔+K
Throw	Dead End Double Knee	Close range, opponent's back to wall	↔⇒+K
Throw	Overhead Cannon	Close range, opponent standing	↔⇒+P+D
Pounce	Flying Dolphin Attack	Opponent down	↑↑+P
Pounce	Maul Bash	Opponent down	↓+P
Pounce	Foot Stamp	Opponent down	↓+K
Pounce	Double Stamp	Opponent down	↓+K, K
Pounce	Triple Stamp	Opponent down	↓+K, K, K

Turning	Turn Punch	Opponent behind	P
Turning	Turn Kick	Opponent behind	K
Turning	Spin Kick Turn	Opponent behind	↑ +K
Turning	Low Turn Punch	Opponent behind	↓ +P
Turning	Low Spin Kick Turn	Opponent behind	↓ +K
Turning	Turn Double Punch	Opponent behind	P, P
Running	*Running Board Slap	While running	P
Running	Dash Air	While running	P+K+D
Running	Flip Kick 1	While running	↓ +K, K
Running	Flip Kick 2	While running	P+K+D, K
Running	Running Knee	While running	K
Running	Flip Low Kick 1	While running	↓ +K, ↓ +K
Running	Flip Low Kick 2	While running	P+K+D, ↓ +K
Running	*Sliding Kick	While running	↓ +K
Wall	Climb Wall	Touch wall while jumping	↑ +P
Wall	*Wall Dive	While climbing wall	↑ +P

*Indicates the attack can damage armor.



Mahler

SEX: M BIRTHDAY: 1/20 AGE: 20
 WEIGHT: 158 lbs. HEIGHT: 6'0"
 HOMETOWN: Armstone City
 OCCUPATION: ?
 HOBBY: Windsurfing
 LIKES: Mexican food
 DISLIKES: Seafood



BIO: Clad in poisonous-snake skin armor, Mahler seems to have a score to settle with the mayor of Armstone, but nobody knows why he has entered the Vipers tournament. He hasn't even bothered to officially register his name.

ATTACKS

Standing punch	Strong Fist	P
Standing punch	Extreme Blow	P, P
Standing punch	Blow Combo Upper	P, P, P
Standing punch	Blow Combo High Kick	P, P, K
Standing punch	Blow Combo Straight	P, P, ⇒+P
Standing punch	Extreme Death Prelude	P, P, ⇒+K
Standing punch	Extreme Death Symphony	P, P, ⇒+K, P
Standing punch	Blow Combo Double High Kick	P, P, ⇒+K, K
Standing punch	Extreme Death Requiem	P, P, ⇒+K, P, ⇒+P
Standing punch	*Extreme Death Finale	P, P, ⇒+K, P, ⇒+P, ⇐⇓⇒+P
Standing punch	Blow Combo Low Spin	P, P, ⇓+K
Standing punch	Fist & High Kick	P, K
Standing punch	Combo Switch Upper	P, K, P
Standing kick	Strong High Kick	K
Standing kick	Long High Kick	→+K
Standing kick	High Kick & Fist	K, P
Standing kick	High & Side Kick	K, K
Middle punch	Strong Upper	↘+P
Middle punch	Stomach Blow	⇒+P
Middle punch	Blow & Fist	⇒+P, P
Middle punch	Gust of Rage	⇐⇒⇒+P
Middle punch	*Hurricane Punch	⇐⇓⇓⇓⇒+P
Middle kick	Axel Roll	↘+K
Middle kick	High Double Axel	↘+K, K
Middle kick	Middle Double Axel	↘+K, ⇒+K
Middle kick	Low Double Axel	↘+K, ⇓+K
Middle kick	Strong Knee	⇒+K

Low punch	Low Fist		↓ +P
Low punch	Low Fist Spin		↓ +P, K
Low kick	Low Shot		↘ +K
Low kick	Low Shot Axel		↘ +K, K
Low kick	Low Shot Blow		↘ +K, K, P
Low kick	Low Shot Dark Prelude		↘ +K, K, P, P
Low kick	Revolution One		↓ +K
Low kick	Revolution		↓ +K+D
Low kick	High Double Revolution		↓ +K+D, K
Low kick	Low Double Revolution		↓ +K+D, ↓ +K
Jump punch	Air Thrust Punch		↑ +P
Jump punch	Knuckle Hammer	While jumping	↑ +P+K+D
Jump punch	Jump Hammer	While jumping	P
Jump punch	Jump Hammer	While jumping	⇒ +P
Jump kick	Jump Toe		↑ +K
Jump kick	Rolling Sawbutt	While jumping	K
Jump kick	Flare Toe	Before landing	K
Jump kick	Front Jump Toe		↗ +K
Jump kick	Front Air Kick	While jumping	⇒ +K
Jump kick	Air Dive	While jumping	↓ +K
Jump kick	Flare Kick	Before landing	↓ +K
Jump kick	Back Air Kick	While jumping	⇐ +K
Low jump punch	Jump Hammer		↑ +P
Low jump kick	Rolling Sawbutt		↑ +K
Low jump kick	Hopping Kick	Before landing	↑, K
Low jump kick	Low Cut Kick	Before landing	↑, ↓ +K
Throw	Wall Throw	Close range, opponent standing	P+D
Throw	Wall Blaster	Close range, opponent standing, opponent's back to wall	P+D
Throw	Wall Axel	Close range, opponent standing, back to wall	P+D
Throw	German Suplex	Close range, opponent standing, behind opponent	P+D
Throw	Brainbuster	Close range, opponent standing	↓ +P+D
Throw	Black Rainbow	Close range, opponent back to wall	⇐ ⇒ ⇐ +P+D
Throw	Black Hole	Both players in midair	⇐ +P, K, G
Pounce	*Wrecking Dive	Opponent down	↑ +P
Pounce	Strike Stamp	Opponent down	↓ +K



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